INTERPERSONAL METAPHOR OF MOOD USED BY CHARACTERS IN

THE MOVIE *MY NAME IS KHAN 2010*:

A SYSTEMIC FUNCTIONAL LINGUISTIC ANALYSIS

Submitted in Partial Fulfillment of the Requirements for Gaining

the Bachelor's Degree in English Department

By:

Laode Muhamad Rizki

18101050026

ENGLISH DEPARTMENT

FACULTY OF ADAB AND CULTURAL SCIENCES

STATE ISLAMIC UNIVERSITY OF SUNAN KALIJAGA

YOGYAKARTA

2024

MOTTO

"One mistake does not mean the end. Fix it"

-unknown-

DEDICATION

This research is dedicated to:

1. My parents Mrs. Maryati and Mr. Ane Wanci

2. My siblings, Resti and Nanda

3. My close friends who support and teach me

4. My lecturers in English Department

5. Myself who never gives up

Yogyakarta, January 19th, 2024

NOTA DINAS

Hal: Skripsi
   a.n. Laode Muhamad Rizki

Yth.
Dekan Fakultas Adab dan Ilmu Budaya
UIN Sunan Kalijaga
Di Yogyakarta

Assalamu'alaikum Wr. Wb

Setelah memeriksa, meneliti, dan memberikan arahan untuk perbaikan atas skripsi saudara:

Nama   : Laode Muhamad Rizki
NIM   : 18101050026
Prodi   : Sastra Inggris
Fakultas   : Adab dan Ilmu Budaya
Judul   : **Interpersonal Metaphor of Mood Used By Characters in The Movie *My Name is Khan* 2010: A Systemic Functional Linguistic Analysis**

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

Atas perhatiannya, kami mengucapkan terima kasih.

Wassalamu'alaikum Wr. Wb

Yogyakarta, 22/01/2024
Pembimbing

Dr. Arif Budiman, S.S., M.A
NIP: 19800309 201101 1 003

PENGESAHAN TUGAS AKHIR

Nomor : B-496/Un.02/DA/PP.00.9/03/2024

Tugas Akhir dengan judul   : Interpersonal Metaphor of Mood Used By Characters in the Movie My Name is Khan 2010: A Systemic Functional Linguistic Analysis

yang dipersiapkan dan disusun oleh:

Nama   : LAODE MUHAMAD RIZKI
Nomor Induk Mahasiswa   : 18101050026
Telah diujikan pada   : Kamis, 01 Februari 2024
Nilai ujian Tugas Akhir   : A-

dinyatakan telah diterima oleh Fakultas Adab dan Ilmu Budaya UIN Sunan Kalijaga Yogyakarta

TIM UJIAN TUGAS AKHIR

Ketua Sidang

Dr. Arif Budiman, S.S., M.A
SIGNED

Valid ID: 65f3f1aaebb68

Penguji I

Anisah Durrotul Fajri, SS., M.Hum.
SIGNED

Valid ID: 65f1177d93180

Penguji II

Bambang Hariyanto, S.S., M.A., Ph.D.
SIGNED

Valid ID: 65f301783904b
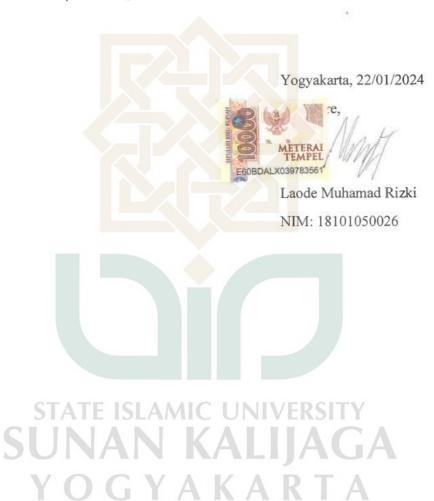
Yogyakarta, 01 Februari 2024
UIN Sunan Kalijaga
Dekan Fakultas Adab dan Ilmu Budaya

Prof. Dr. Muhammad Wildan, M.A.
SIGNED

Valid ID: 65f4247802fc6

v

FINAL PROJECT STATEMENT

I certify that this graduate paper is definitely my own work. I am completely responsible for the content of this graduating paper. Other researcher's opinion or finding included in this research is quoted or cited in accordance with ethical standards.

Yogyakarta, 22/01/2024

re,

Laode Muhamad Rizki

NIM: 18101050026

ACKNOWLEDGEMENTS

7. My beloved mother, Mrs. Maryati, who gives me supports in many forms and strength to face all my problems, and my father, Mr. Ane Wanci, who teaches me all kinds of responsibility and supports me, and my siblings, Resti and Nanda whom I always cherish as motivation.

8. My close friends, who I cannot mention one by one, that helps and supports me in the process.

9. All my friends in English Department who always supports me.

10. All my friends in KKN 105 Kemaras that teaches and gives me unforgettable experience

May Allah always bless the people who are kind, and lastly, I realize that my graduating paper are not perfect due to the limitation of my knowledge. For this reason, hopefully the readers and parties involved can give me advices and suggestions for my graduating paper.

Yogyakarta, January 19th, 2024
The Researcher

Laode Muhamad Rizki
Students ID. 18101050026

TABLE OF CONTENTS

INTERPERSONAL METAPHOR OF MOOD USED BY CHARACTERS IN THE MOVIE *MY NAME IS KHAN* 2010:

A SYSTEMIC FUNCTIONAL LINGUISTIC ANALYSIS

By Laode Muhamad Rizki

ABSTRACT

Language is a system that can be manipulated and used according to the speaker's intentions of delivering meaning. To deliver meaning, language does not necessarily have to be expressed using general way with general structure, but it can also be expressed in non-general way. A non-general way of expressing meaning can be realized through the analysis of interpersonal metaphor of Mood. This research is conducted to analyze and describe the interpersonal metaphor of Mood used in the movie *My Name is Khan* by Karan Johar and how the interpersonal metaphor of Mood is coded in the movie. This research uses the theory of Systemic Functional Linguistic by Michael Alexander Kirkwood Halliday. The method of this research is descriptive qualitative. The data of this research are analyzed by using the data analysis technique by Miles & Huberman with Systemic Functional Linguistic (SFL) approach. From the analysis, the researcher found that there are a total of 1638 clauses which divided into 1187 declarative Mood, 251 interrogative Mood, and 200 imperative Mood. The mood type which found in the analysis then narrowed into three types of interpersonal metaphor of Mood by the total of 32 clauses which divided into 14 commands realized in interrogative Mood, 7 statements realized in interrogative Mood, and 11 commands realized in declarative Mood. The social context and situation which happens in the movie can affects the how the characters use words to express certain kind of interpersonal metaphor of Mood.

Keywords: *Mood, Interpersonal Metaphor, Systemic Functional Linguistic, Movie*

METAFORA INTERPERSONAL DARI MOOD YANG DIGUNAKAN OLEH KARAKTER-KARAKTER DALAM FILM *MY NAME IS KHAN* 2010:

ANALISIS LINGUISTIK FUNGSIONAL SISTEMIK

Oleh Laode Muhamad Rizki

INTISARI

Bahasa adalah sebuah sistem yang dapat dimanipulasi dan digunakan sesuai dengan maksud pembicara untuk menyampaikan makna. Untuk menyampaikan makna, bahasa tidak harus selalu diungkapkan dengan cara yang umum dengan struktur yang umum pula, tetapi juga dapat diungkapkan dengan cara yang tidak umum. Cara pengungkapan makna yang tidak umum tersebut dapat diwujudkan melalui analisis metafora interpersonal Mood. Penelitian ini dilakukan untuk menganalisis dan mendeskripsikan metafora interpersonal Mood yang digunakan dalam film My Name is Khan karya Karan Johar dan bagaimana metafora interpersonal Mood dikodekan dalam film tersebut. Penelitian ini menggunakan teori Linguistik Fungsional Sistemik oleh Michael Alexander Kirkwood Halliday. Metode penelitian ini adalah deskriptif kualitatif. Data dari penelitian ini dianalisis dengan menggunakan teknik analisis data oleh Miles & Huberman dengan pendekatan Systemic Functional Linguistic (SFL). Dari hasil analisis, peneliti menemukan bahwa terdapat total 1638 klausa yang terbagi menjadi 1187 mood deklaratif, 251 mood interogatif, dan 200 mood imperatif. Jenis mood yang ditemukan dalam analisis kemudian dipersempit menjadi tiga jenis metafora interpersonal mood dengan total 32 klausa yang terbagi menjadi 14 perintah yang direalisasikan dalam mood interogatif, 7 pernyataan yang direalisasikan dalam mood interogatif, dan 11 perintah yang direalisasikan dalam mood deklaratif. Konteks sosial dan situasi yang terjadi dalam film dapat mempengaruhi bagaimana karakter menggunakan kata-kata untuk mengekspresikan jenis interpersonal tertentu.

Kata Kunci: *Mood, Metafora Interpersonal, Linguistik Fungsional Sistemik, Film*

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Language is an important part of human everyday lives and it holds a significant place in communication. Halliday (1985) emphasizes language as a system that teaches humans to be a part of society and that language serves a greater meaning. The meaning of system here is the grammatical structure of a language which conveys meaning. People often use language to convey certain message in order to trigger and ignite speech participant in a communication. Normally, there are certain rules which conveys meaning that can be realized by looking at the grammatical structure. Grammatical structure can convey meaning according to the speaker language choices. "When language is used by people, it will create and compose meaning" (Bloor et al., 2004, p. 2). When expressing something to deliver message, a person can be affected by certain things such as social status, relationships and attitudes. This can creates special effects and variations in expressing meaning creating another form of expression from general to non-general way of expressing meaning.

According to Halliday and Matthiessen (2004, p. 107), in communication or interaction, exchanging meaning using language is a process involving giving and demanding something. This means that when people communicate with each other the participant can demand or give something. Exchanging meaning requires the understanding of the language itself from the speaker and the audience for them to use the appropriate words and responses. Language in communication can also be

1

used in different ways depending on the cultural and situational environments. For example, a person would use casual language when talking with their partners or someone they are close to, however, when they are speaking with older people, they would use more formal language. The use of language in different ways indicates that some factors cause it.

In SFL (*systemic functional linguistics*), communication involves many social aspects in certain situations and contexts which affects speakers message. The term communications become interpersonal communication. Interpersonal communication is a process of exchanging information, ideas, and feelings between two or more people through verbal and non-verbal methods. As a process that involves language and meaning, interpersonal communication also called interaction, is deeply connected with interpersonal metafunction. Interpersonal metafunction is one of the language functions in SFL. "The interpersonal metafunction implies that language can be used as a means of communication that provides information" (M. Halliday, 2002, p. 21). The process of communication in SFL also evolves and comes to a greater meaning since SFL does not only view communication as an exchanging information process but it also involves exchanging services and goods.

As functional as it may be, interpersonal metafunction also produces meaning just like the language itself. It is called the interpersonal meaning. Interpersonal meaning are meanings which express a speaker's attitudes and judgment (Gerot & Wignell, n.d., p. 13). It is mentioned before, that language can be used in different ways and also some factors cause it. These factors are called tenor. Halliday (2004),

states that tenor refers to the social roles, relationships, and statuses of the participants involved in the social context of interactions. Different ways of using language can produce the interpersonal meaning of the language used. As explained before, a person would use language according to certain social aspects such as the listener's relationship with the speaker or social status. That would indicate and define the speaker's choice of words and attitudes towards the listener. There are many people on the planet and each one of them has their ways to use language based on the context and situations. For example, people's choice of words when acting as a boss at a workplace would be different when they are at home acting as a parent. Also, the level of politeness shown when people are with their teacher is different according to their personality. The examples above indicate Halliday's theory of tenor which is personality, relationship, and social status.

The three things mentioned above hold an important role in communication to determine the judgment and attitudes of a person, however, some people sometimes get confused in the process of interacting with each other. One of the reasons why people are confused is because there is a use of metaphor. A metaphor is a figure of speech in which a person used to express meaning in a non-straightforwardly way. In SFL it is called grammatical metaphor. Halliday (1985) states that a grammatical metaphor occurs when ideas that are expressed in one grammatical form, such as verb are expressed in another grammatical form such as noun. Grammatical metaphors often used in communications that occurs in everyday life. A grammatical metaphor, as a form of language can also signify the judgement and

attitude of a person that use it and one of the parts of SFL that focuses on this part is called Mood.

Mood in SFL refers to the grammatical choices in a clause that express the speaker's attitude and judgement towards the content of the clause. The relationship between a person and another can implied and determine how they uses language and it can be analyzed through the Mood which they use in their interactions. "In the acting of speaking, the speaker adopts from himself a role and is so doing assigns to the listener a complimentary which the speaker wishes them to adopt in their turn" (Halliday, 1978, p. 187). This means that Mood can infer the speakers' role in a certain context and communication and also show the relationship of the people who are involved. Halliday and Matthiessen (2004) stated that Mood consists of two main element and the two of them are subject and finite. It is known that subject is the nominal group in a mood while finite is a verbal group. There is also an element in a Mood called residue.

Halliday and Matthiessen (2004, p. 115), classify mood into three types, and they are declarative, interrogative, and imperative. The difference between both of the declarative and interrogative Mood can be seen in the purpose or how it is used. People often used interrogative Mood to demand or asking for information, while the usage of declarative mood is simply to give information. For example, in a daily interaction, a person who is demanding an information would say *"what time is it?"* and the other person would say *"it is 8:30"* to declare or give information. The other type of Mood which is imperative is a Mood that is often used in daily that lacks of subject and finite. Any type of Mood that are lacks of subject and finite are

categorized as imperative usually because the subject or finite is implied. For example, *"close the door"* or *"let's go"*. Both of the example mentioned before are missing a subject which then conclude them as a part of the imperative Mood.

From the explanation above, it is known that Mood is used on daily basis to determine the judgement, personality, or status of a person. However, the use of a Mood cannot be separated from a grammatical metaphor since both of them are a part of interactions or communication. Grammatical metaphor is divided into two such as ideational metaphor and interpersonal metaphor. In a daily communication/interaction, the interpersonal metaphor is often used to imply the role and attitudes of the people involved. Halliday and Matthiessen (2004, p. 631) stated that an interpersonal metaphor is a part of interpersonal iconicity, and it creates a greater semiotic distance between meaning and wording and it enacts a greater social distance between the speaker and addressee.

Interpersonal metaphor of Mood relates to the usage of Mood in a non-congruent way. To identify a MOOD that uses the interpersonal metaphor, it can be seen from the language choices that emphasize the relationship and social status of the user. The Mood that are using interpersonal metaphor is usually the imperative Mood. But it is not necessarily an imperative it can also come from interrogative or declarative. The difference between an interpersonal metaphor of Mood and a Mood is that an Interpersonal metaphor Mood always ask for goods or services or both.

Halliday (1994) stated that an interpersonal metaphor is the incongruent coding involving types of clauses containing mood and modality. This means that a use of interpersonal metaphor of mood is a non-straightforward way to demand, give, or command people. Normally, the congruent coding of a statement realized with a declarative, an interrogative for a question, and an imperative for a command. An offer on the other hand, does not have an unmarked congruent realization in mood.

Despite the richness to express meaning, it is important to note that there are people who are limited in understanding, facing a lot of difficulties to use language in usual way, such as down syndrome, autism, or Asperger syndrome. Many of these conditions affect its sufferer to struggle when using language to express meaning. The lacks of understanding certain things such as context and social boundaries makes the sufferer to have trouble while adapting to social life. To deliver message, meaning, feeling and things through language, a person needs to understand certain aspects things such as context, situation, etc. This lacks of understanding can be seen in many kinds of works especially movie. According to Hornby (2005, p. 950), movie is a series of moving pictures with sound that tell a story, shown at a cinema. The definition before means that a movie contains a lot of information since it tells a story. Inside a story, there could and could not include a communication regardless of many factors. Movie also conveys many social value, meanings, lessons, message and issue happened in the real life. It can portray several issues in the real world through many ways. A movie does not only for entertainment but it is also a media for the author (director) to communicate with the audience.

In this research, the researcher intends to analyze interpersonal metaphor of Mood used in the movie *My Name is Khan* 2010. The main focus of this research is the interactions between characters and not only the main character because interaction happens when there are two or more people participating in it. To see how the main character of the movie uses language, the researcher needs to focus on the communication of the characters of the movie. The reason why the researcher chooses a movie is because movie can depict real life accurately. Especially in this context, the object of the research, which is *My Name is Khan* depict social communication. The display of interpersonal interaction is provided throughout the movie.

The reason why the researcher chooses this movie as the object is there are a lot of dialogue and interactions of characters in the movie which affected by social status, relationship, and context that signify how they use language, or in this case interpersonal metaphor of Mood. To determine which utterances that produces interpersonal metaphor of Mood, the researcher needs to identify how the characters interact and communicate with each other through the interpersonal communication. And the theory that perfectly fit for this is the theory of Mood which provided in SFL by Michael Halliday. It is known that the conversations in the movie produces interpersonal metaphor of Mood. All of the metaphor of Mood can be analyzed by realizing it through the Mood system in SFL theory.

This research is focused on analyzing the interpersonal metaphor of Mood displayed in the movie *My Name is Khan.* The social status, relationship and

personality of the characters in the movie can determine how characters in the movie used words to convey interpersonal metaphor of Mood.

1.2 Research Question

Based on the discussion above, there are questions that need to be answered such as

1. What type of Interpersonal metaphor of Mood that are found in the movie *My Name is Khan* 2010?

2. How are the Interpersonal metaphor of Mood coded in the movie *My Name is Khan* 2010?

3. How can social context, relationship and situations affects the use of interpersonal metaphor of Mood in the movie *My Name is Khan* 2010?

1.3 Objective of Study

Following the questions above, here are two main objectives in this research

1. To display the type of interpersonal metaphor of Mood that are used by characters in the movie *My Name is Khan* 2010.

2. To determine and explain how interpersonal metaphor of Mood that is used by characters in the movie *My Name is Khan* 2010 are coded.

3. To explain how social situation, relationship, and context affects the interpersonal metaphor of Mood used in the movie *My Name is Khan* 2010.

1.4 Scope of Study

This study is limited to Mood in SFL perspective, and only focuses on the Mood which are already explained and divided by Halliday and Matthiessen (2004) into three types of Mood and they are declarative, interrogative, and imperative, and what function of those Mood have. This study also only limited to one object which is the movie *My Name is Khan* 2010 directed by Karan Johar. This research is focusing on the interpersonal metaphor of Mood in the characters of the movie *My Name is Khan* 2010.

1.5 Significance of Study

The researcher divided the significance of this research into two categories: theoretical and practical. Theoretically, this research intends help and become a reference to anybody who wants to do research about Mood and interpersonal metaphor. Practically, the significance of this research is to contribute to the development of science, especially in the fields of linguistics. This research is also expected to make a clear about interpersonal metaphor of MOOD. For the reader and researcher, this research is aimed to help for understanding deeply about interpersonal metaphor of Mood. Hopefully for academic and practice fields, this research is aimed to improve the knowledge of Mood and interpersonal metaphor.

1.6 Literature Review

There are previous researches which conducted by various researcher in the same field of study. The researchers that have been conducting the research of this topic are all different in some aspects. The researcher of this study will show the differences between the previous researches from one another and also especially with this research.

The first research entitled "Interpersonal Metaphor of Mood Applied to Some Verses of the Holy Al-Qur'an" was written by Suhadi published in 2015 (Suhadi, 2015). This research was trying to see and examine if the theory of interpersonal metaphor of mood can be applied in the Holy al-Qur'an. The researcher of this research was able to apply the theory of interpersonal metaphor of mood and also succeeded on findings types of mood which indicate the use of interpersonal metaphor. This research was focusing on analyzing some verses of the holy al-Qur'an and then indicates the use of metaphor in it. The research was done with the help of the interpersonal metaphor of mood theory by M. A. K. Halliday. The method of research used in this research was qualitative research.

The next research was entitled "Interpersonal Metaphor Used in The Boss Baby Movie" conducted by Khairuni Syafitri, Siti Aisyah Ginting, and Anni Holila Pulungan, published in 2018 (Syafitri et al., 2018). In this research, the researcher is trying to analyze the use of interpersonal metaphor used in a movie. The main focus of this research is to determine and define the types of the interpersonal metaphor that are used in the movie *Boss Baby* by Tom McGrath. The researcher uses the theory of interpersonal metaphor by M. A. K. Halliday in order to analyze

the movie. The main goal of this research is to find out if the movie *Baby Boss* uses the type of interpersonal metaphor that are mentioned by Halliday. The researcher also explores the theme of adventure, love, and relationship that are included in the movie in order to analyze the interpersonal metaphor used in it. It uses the qualitative method as an approach to help the researcher analyzing the movie.

The next research was done by Ali Sofyan and Sri Wulan entitled "Interpersonal metaphor of Mood in Anthony Doerr's Novel *All the Light We Can See*" published in May 2021 (Sofyan & Wulan, 2021). The researchers in this research are aiming to understand the transference of mood in interpersonal metaphor in the novel *All the Light We Can See* by Anthony Doerr. This research was conducted by analyzing and identifying the interpersonal metaphor of mood that are found in the novel and the researcher then determine which type of interpersonal metaphor of mood that are dominant by using the percentage formula. The main focus in this research is the dialogues and interaction of the characters of the novel. This research uses the novel itself as a source of data. The theory of interpersonal metaphor of mood was used in this research as its main theory. Method that are used in order analyze the interpersonal metaphor is qualitative, therefore this research is qualitative research.

The last research was "An Analysis of Mood Used by Ali and Amirah in *She Wore Red Trainers* Novel: A Systemic Functional Linguistic Approach" was conducted by Naba Maulida Lukmasita, published in 2022. This research was focusing on analyzing the MOOD that is used in *She Wore Red Trainers* novel. This research was done using the theory of MOOD system by M. A. K. Halliday and it

used a descriptive qualitative method as the research method. The researcher of this research was focusing on analyzing the interactions between the characters of the novel in order to imply the relationship, characterization, personality and the social status. The researcher mainly focused on the communication and interaction that was done by the main characters siblings because the researcher was interested in knowing how the main characters teaches their siblings.

The four researches mentioned above have the similarities with this research that the author conducting. The four researches have used the same theory which is interpersonal metaphor of Mood by M. A. K. Halliday. It is worth mentioning that the four of them are in the same field because all of the research focuses on MOOD, the same field of this research. However, there are also differences between the researches mentioned above with each other also with this research. The main object of this research and the researches before lies with the choice of object of the researchers. While it is true that most of it are trying to analyze interactions in a story (novel/movie), the title of the story is not the same with each other. There are not many uses of movies in the research of SFL, especially in interpersonal metaphor of Mood, because there are still many people who chooses to use other object such as writing or speeches, therefore by saying so, this research are different than the other researches. Also, this research uses an Islamic theme work that are still considered little compared to any other object which are mainstream in real life. Moreover, the object of this research has not been used in the same field of research.

1.7 Theoretical Approach

The theory used by the researcher in this study is the theory of interpersonal metaphor of Mood that was explained in the SFL (Systemic Functional Linguistic) by M. A. K. Halliday. This research focus on analyzing the interpersonal metaphor of Mood which is explained by Halliday. There are two types of Mood according to Halliday and Matthiessen (2004), which called indicative and imperative. Indicative Mood is divided into two categories namely declarative and interrogative. A Mood which classified as declarative will have a function as giving information, while interrogative Mood is defined as demanding information. Imperative Mood on the other hand, is a type of Mood that is usually used to express commands, requests, or instructions.

Mood according to Halliday and Matthiessen (2004, p. 114) has two main constituents; subject and finite. In a MOOD system, there is also an element called residue. A residue, in a clause of mood is usually an additional information that are not related to the mood. Both of the declarative and interrogative Mood have the grammatical structure Subject (S) and Finite (F). Imperative Mood, as explained before does not always have subject and finite. Mood is considered as a clause of exchange because it is produced through communication and interaction between human being. As a clause of exchange, a mood also comes in a metaphor form. A metaphor is called grammatical metaphor in SFL. A grammatical metaphor when produces through communications are called interpersonal metaphor. In the process of exchange, a person would definitely use the interpersonal metaphor. The role of a person in a communication is divided into two which is demanding and giving.

Giving and demanding in this context refers to information, goods and services. The example mentioned above are called commodity. Lukmasita (2022, p. 13), stated that if the commodity and the two speech roles are combined together, it will determine the main speech function of the clause, such as statement, question, offer, and command. As Halliday (1994, p. 69) states, a statement is giving information, question is asking for information, offer is giving goods and services, and command is asking for good and services.

1.8 Method of Study

1.8.1 Type of Research

The researcher uses a descriptive-qualitative approach as the method of the research; therefore, this research is qualitative. This research focuses on how the characters of the movie *My Name is Khan* use the interpersonal metaphor of Mood and also focus on how the characters of the movie interact and communicate with each other to analyze the interpersonal metaphor. This research observe the content of the movie using a qualitative method which is the method that fits the research. In analyzing the content of the movie, the qualitative method is more suitable because it focuses on the elements of the contents of the objects.

1.8.2 Data Source

The source of data in this research are divided into two categories, namely primary and secondary data source. For the primary data source, the researcher uses both of the movie *My Name is Khan* 2010 as well as the script of the movie. The interactions between characters or as defined as dialogue that are indicate the use of interpersonal metaphor of mood become the data unit in this research. The

secondary source of this research is the English subtitle that are included in the movie itself. In order to answer the research question which already mentioned before, the presence of the primary and secondary data source is important. The absence of one data source could impact the research in a way.

1.8.3 Data Collection Technique

To collect the data, the researcher watched the movie *My Name is Khan* and analyzed every single utterance, dialogue, as well as behavior displayed by the characters of the movie. "Data collection is a series of interrelated activities aimed at gathering good information to answer emerging research questions" (Creswell, 1998, p. 110). This means that there are activities (steps) needs to be done by the researcher in order to collect data needed to answer the research question above. The data collection is divided into three steps, they are:

1. The researcher observes the movie *My Name is Khan*

   In this step, the researcher watches the movie as well as reading the information as many as possible. The information mentioned comes in many forms in the communication between characters, such as the mimic of the characters, behavior, and choice of words.

2. Reading the script of the movie

   After watching the movie, the researcher then reads the script of the movie in order to confirm and clarify the dialogues between characters to avoid misconstrue of the analysis. Reading the script can also be done while watching the movie to match the dialogues of the characters.

3. Analyze the content of the movie

The last step is to analyze and identify the interpersonal metaphor of mood contained in the movie. The interaction between characters of this movie is the main content of the analysis. There are classification in order to eliminate the content of the movie which does not support or related to the research.

1.8.4 Data Analysis Technique

In order to analyze interpersonal metaphor of Mood used in the movie *My Name is Khan,* the use of data analysis technique is important. In this research, the data analysis technique which used to analyze the data is the interactive mode by Miles and Huberman. According to Miles, Huberman, and Saldana (2014, pp. 12–13), the analysis of qualitative data consists of three concurrent flows of activity, namely 1) data condensation (reduction), 2) data display, and 3) conclusion drawing or verification. Further explanation of the steps:

1) Data Condensation

> In this research, the first step of analyzing the data is data condensation is a process of decreasing or reducing data that are not supporting the research. The data that are gathered in the process is analyze and identified. After collecting the data with the data collection technique, the data that are not contain or indicate the use of interpersonal metaphor of mood be eliminated.

2) Data Display

> The next step is displaying data. Data display is a process of organizing and unifying the information that are already gathered. Data

display also helps to understand the context of the analysis. The researcher displays the data from the analysis so the reader could understand more about the context. The data is displayed in the form of systematic table and the researcher explains it in sentences according to the researcher understanding.

3) Conclusion

The last step of the data analysis technique be drawing conclusion. After gathering, as well as reducing and displaying the data, it is important to conclude the analysis in order for the reader to understand the sole purpose of this research. The conclusion contains the short explanation of the result of this research.

1.9 Paper Organization

This research consists of four chapters. The first chapter is introduction that consists of several sub-chapters such as background of study which explain of why this research was conducted, research question, the objective of the study, the scope of the study, the significance of the study, literature review that contains the previous researchers, theoretical framework that explains about the theory that are being used, the method of the study, and lastly the paper organization. The second chapter is theoretical framework that explains the theories that are being used in this research. The next is chapter three that explains the findings and discussions. This chapter displays the findings of interpersonal metaphor of MOOD used by the characters of the move *My Name Is Khan* that determine the characterization the characters. The last chapter is the conclusion and suggestion of the research. The

last chapter is the summary of the research and suggestion that the researcher provide.

CHAPTER IV

CONCLUSIONS AND SUGGESTIONS

4.1 Conclusions

After analyzing the data of the clauses in the movie *My Name is Khan* by using Michael Halliday SFL theory of Interpersonal Metaphor, the researcher had found the use of interpersonal metaphor of Mood in the movie. There are a total of 32 clauses which indicate the use of interpersonal metaphor of Mood. The 32 clauses which contains the use of interpersonal metaphor of Mood is classified into three categories of interpersonal metaphor of Mood such as, 14 cases of command which realized in interrogative Mood, 7 cases of statement which realized in interrogative Mood, and 11 cases of command which realized in declarative Mood. In conclusion the cases of interpersonal metaphor of Mood which found in the movie *My Name is Khan* was used by not only one characters but many. It is concluded that interpersonal metaphor of Mood is not exclusive to certain person but anyone can use it despite their role and status in communication.

Next, when classifying the Mood type which the movie *My Name is Khan* contained, the researcher had found out that the declarative Mood holds a significant amount. There are 1638 clauses which classified into 1187 declarative Mood, 251 interrogative Mood, and 200 imperative Mood. This conclude that the demand of information, goods, and services are low in conversation in the movie. Also, considering the amount of Mood used in the movie, the interpersonal metaphor of Mood rarely occurs in many conversations which displayed in the movie. The interpersonal metaphor of Mood found in the movie holds only 1.95%

from the total of 1638 clauses which are used in the movie. Concludes the fact that interpersonal metaphor rarely happens in conversations.

Next, the researcher had found out that there are reasons as to why the characters if the movie uses specific expression to express specific clauses. In this research, when a character expresses the curiosity, instead of asking a certain character with interrogative Mood, the characters would also use the other type of Mood such as declarative. Another case is when a character is commanding another character, instead of expressing it through imperative Mood, there are characters who expresses it with other Mood type such as declarative and interrogative Mood. In anyway, the purpose of the use of interpersonal metaphor of Mood in the movie *My Name is Khan* can vary according to which type of Mood they are expressing it with.

Furthermore, the interpersonal metaphor of Mood is relying on the context and also the social status and relationship which the scenario of the movie provided. An interpersonal metaphor of Mood can be realized from the commodity of the clause. However, an interpersonal metaphor of Mood also relies on the context of the movie. Some cases of interpersonal metaphor of Mood, structurally are aligned with the general Mood type of the clause. However, by looking at the context, it can be determine that the clause is an interpersonal metaphor of Mood.

In conclusion, the interpersonal metaphor of Mood in the movie does not hold significant role but rather it is viewed as a special effect that is unique in its own way. However, this does not mean that it cannot hold an important role in real life

communication. Although it enacts participants of the interaction in the movie, it is not really necessary in delivering message compared to the traditional way (direct). The rarity of interpersonal metaphor of Mood expression also does not decide the continuity of communication of one character to another.

4.2 Suggestions

After conducting and analyzing this research, there are some suggestions which may be considered for the next research in this topic. First, the possibility of another case of interpersonal metaphor of Mood in the movie *My Name is Khan* can be identified by adding other theory of linguistic such as sociolinguistics because interpersonal metaphor of Mood is deeply related to social status. Next suggestion is regarding to the condition of the main character of the movie. Analyzing the condition of the character would possibly made the research more interesting by using the psycholinguistics theory. Lastly, using another object of study such as other movie, daily conversation, or following several situations which uses language such as in a courtroom, market, or office would be very interesting for this topic.

REFERENCES

Books:

Bloor, T., Bloor, M., Bloor, T., & Bloor, M. (2004). *The Functional Analysis of English*. Routledge. https://doi.org/10.4324/9780203774854

B.Miles, M., Huberman, A. M., & Saldana, J. (2014). Qualitative Data Analysis - Matthew B. Miles, A. Michael Huberman, Johnny Saldaña - Google Books. In *Sage Publications*.

Butt, D., Fahey, R., Feez, S., Spinks, S., & Yallop, C. (2000). Using functional grammar: An explorer's guide (3rd edition). In *National Centre for English Language Teaching and Research Macquarie University* (Vol. 20, Issue 1).

Creswell, J. W. (1998). Qualitative inquiry and research design: Choosing among five traditions. In *Qualitative Health Research* (Vol. 9, Issue 5).

Eggins, Suzanne. (2004). *An introduction to systemic functional linguistics*. Continuum International Publishing Group.

Ezeifeka, C. R. (2015). Grammatical metaphor: In search of proficiency in research abstract writing. *SAGE Open*, *5*(1). https://doi.org/10.1177/2158244015577667

Gerot, L., & Wignell, P. (n.d.). *Making Sense Of Functional Grammar*.

Grolier, A. (1992). *New Webster Dictionary*. Grolier Inc.

Halliday, M. (2002). *An Introduction to Functional Grammar* (E. Arnold, Ed.; Second Edition).

Halliday, M. A. K. (1978). *Language as Social Semiotic: The Social Interpretation of Language and Meaning*. Edward Arnold.

Halliday, M. A. K. (1985). *An Introduction to Functional Grammar*. https://api.semanticscholar.org/CorpusID:62362826

Halliday, M. A. K. (1994). *An Introduction to Functional Grammar* (E. Arnold, Ed.; 2nd Edition). Oxford University Press Inc.

Halliday, M. A. K. (2004). *An Introduction to Functional Grammar*. Oxford University Press.

Halliday, M. A. K., Matthiessen, C. M. I. M., Halliday, M., & Matthiessen, C. (2014). An Introduction to Functional Grammar. In *An Introduction to Functional Grammar*. https://doi.org/10.4324/9780203783771

Halliday, M., & Matthiessen C. (2004). *An Introduction to Functional Grammar*. In Oxford University Press Inc.

Hornby, A. S. (2005). Oxford advanced learner's dictionary (International Student's Edition). In Oxford University Press.

Martin, J. R., Matthiessen, M. I. M. Christian., & Painter, C. (1997). *Working with functional grammar*.London: Arnold.

Thompson, G. (2013). Introducing functional grammar. In *Introducing Functional Grammar*. https://doi.org/10.4324/9780203431474

Journals:

Paziraie, M. E. (2013). *The Use of Interpersonal Metafunction in Conversation Manage-ment by EFL Learners*. https://api.semanticscholar.org/CorpusID:146531920

Sofyan, A., & Wulan, S. (2021). INTERPERSONAL METAPHOR OF MOOD IN ANTHONY DOERR'S NOVEL ALL THE LIGHT WE CANNOT SEE. *Journal of Language*, *3*(1), 20–27.

Suhadi, J. (2015). INTERPERSONAL METAPHOR OF MOOD APPLIED TO SOME VERSES OF THE HOLY AL-QUR'AN. *MIQOT: Jurnal Ilmu-Ilmu Keislaman*, *39*(2). https://doi.org/10.30821/miqot.v39i2.16

Syafitri, K., Ginting, S. A., & Pulungan, A. H. (2018). *Interpersonal Metaphor Used in the Boss Baby Movie*. www.youtube.com

Ye, R. (2010). The Interpersonal Metafunction Analysis of Barack Obama's Victory Speech. *English Language Teaching*, *3*(2). https://doi.org/10.5539/elt.v3n2p146

Yuni Syafria BR Hasibuan. (2018). *An Analysis of Ideational Grammatical Metaphor in Dear President Obama Book*. Universitas Muhammadiyah Sumatera Utara.

Thesis:

Lukmasita, N. M. (2022). *An Analysis of Mood Used by Ali and Amirah in She Wore Red Trainers Novel: A Systemic Functional Grammar Approach*. Universitas Islam Negeri Sunan Kalijaga Yogyakarta.

Media:

Johar, Karan. (2010) *My Name is Khan.* https://www.primevideo.com/detail/My-Name-is-Khan/0PM9XG905GNTUYHPODXK3BUTFL

My Name Is Khan Scripts.com. STANDS4 LLC, 2024. Web. 11 Feb. 2024. <https://www.scripts.com/script/my_name_is_khan_14368>.