

# An Analysis Of Adjacency Pair In Home Movie Animation By Dreamworks Animation

Siti Nurfadila<sup>1</sup>, Hidayati<sup>1</sup>, Irwandi<sup>1</sup>

<sup>1</sup>English Education, Muhammadiyah University of Mataram, [sitinurfadila198@gmail.com](mailto:sitinurfadila198@gmail.com)

## Keywords:

Conversation Analysis,  
Adjacency Pair,  
Dispreferred Response .

**Abstract:** Adjacency pair is a pair of interrelated utterances which consist of the first speaker and the second speaker. This research is intended to examine adjacency pairs in the Home movie animation and the aim of it is to analyze the adjacency pair used by all characters in the Home movie animation. Primarily focus on the pattern of adjacency pair, namely preferred and dispreferred, and the pattern of adjacency pair that dominantly used in the movie in five types of adjacency pair namely; greeting, assessment, invitation, offer and request by using Levinson's theory. The data is the utterance, without song lyrics and expressions of all characters in the transcript of Home movie animation. The result shows 22 sentences of pattern adjacency pairs in 5 types of adjacency pairs, namely, greeting 3 sentences, assessment 5 sentences, invitation 1 sentence, offering 3 sentences, and request 1 sentence. And a pattern that is dominantly used in the home movie animation is pattern dispreferred response of 12 sentences more than the preferred response of 10 sentences.

## Kata Kunci:

Analisis Percakapan,  
Pasangan  
Berdampingan,  
Response Dispreferred

**Abstrak:** Pasangan berdampingan adalah pasangan ujaran yang saling berkaitan yang terdiri dari penutur pertama dan penutur kedua. Penelitian ini bertujuan untuk mengkaji pasangan berdampingan dalam animasi film Home dan bertujuan untuk menganalisis pasangan berdampingan yang digunakan oleh semua karakter dalam animasi film Home. Fokus utama pada pola pasangan berdampingan yaitu preferred dan dispreferred, dan pola adjacency pair yang dominan digunakan dalam film pada lima jenis pasangan berdampingan yaitu; salam, penilaian, ajakan, penawaran dan permintaan dengan menggunakan teori Levinson. Data berupa ujaran, tanpa lirik lagu dan ekspresi semua karakter dalam transkrip animasi film Home. Hasil penelitian menunjukkan 22 kalimat p pola pasangan berdampingan dalam 5 jenis pasangan berdampingan yaitu, ucapan 3 kalimat, penilaian 5 kalimat, ajakan 1 kalimat, menawarkan 3 kalimat, dan meminta 1 kalimat. Dan pola yang dominan digunakan pada animasi film Home adalah pola respon dispreferred sebanyak 12 kalimat lebih banyak dibandingkan dengan respon preferred 10 kalimat.

## Article History:

Received: 28-08-2021

Revised : 21-09-2021

Accepted: 27-09-2021

Online : 30-09-2021



This is an open access article under the [CC-BY-SA](https://creativecommons.org/licenses/by-sa/4.0/) license



---

## A. BACKGROUND

Adjacency pair is a fundamental unit of organization conversation, because in adjacency pair will organize the conversation. The ability to organize conversation is an example of discourse competence, that is the speaker can organize their idea coherently. Discourse competence is one of communication competence that all language learners have to equip. An automatic sequence of the first part from one speaker and the second part of another speaker

(Celce-Murcia et al., 1993). explained that adjacency pairs are a sequence of two utterances that are (i)adjacent,(ii)produced by different speakers, (iii)ordered as a first part and second part,(iv)typed, so that a particular first part requires as a specific second, for example, offers require acceptance and rejections, greetings require greetings, and so on. Schegeloff and Sack in (Levinson, 1983). in this research, the writer analyzed adjacency pairs, especially the pattern of adjacency pairs. The writer also analyzed the pattern that dominantly used in Home movie, and the writer used Levinson's theory to find its result. In the Home movie represent the utterance that is commonly used in human life and the movie reflects real conversation in natural society. In this movie there are five patterns of adjacency pairs that the writer examined: greeting, assessment, invitation, offer, and request.

This research would like to review some previous studies, such as the Nurhamidah's and Fuad's studies. The first research conducted by (Hamidah, 2016) examines the type of adjacency pairs and dispreferred response feedback. She focused on the all character "Frozen" movie script by Chris Buck and Jenifer Lee. The theories used are Levinson's theory, Yule's Theory and Rhymes's Theory. She concentrated on the types of adjacency pairs and the dispreferred response, especially its feedback, which was found in Frozen movie. The second research conducted by (Fuad, 2006) examines types of adjacency pairs and preference organization, and pre-sequence and insertion sequence applied by Roy Miller and June heaven in "Knight and Day." He focused on the conversation produced by those two main characters in " the Knight and Day" movie -Roy Miller and June Heaven. The theories used are Levinson's theory. He concentrated on four communication elements: turn-taking, pairing, organizing preferences, and pre-sequence and insertion sequences. These two studies' they are only monotonous on the type results of the adjacency pairs found in explicit meaning and ignore conversations that have implicit meaning in the movie because there will be implicit meaning in a conversation. Therefore, in this study, look at the pattern of adjacency pairs in explicit meaning, but the writer will pay attention to the implicature in the movie.

## **B. METHOD**

### *1. Research Design*

The methodology used in this study is a qualitative research Bogdan, and Bikled, S. (1992;21-22) explained that qualitative research is a research procedure that produces descriptive data in the form of words or writing the behaviour of the people being observed. Using this method, the data would be collected to investigate and analyze the pattern of adjacency pair. The writer used Conversational Analysis (CA) as a research approach to identify and describe the utterances that include adjacency pairs in Home Movie. It analysed the data collected from the transcript, which involved spoken discourse that to produce the contextual information. That is why the conversational analysis approach used here.






### *2. Sources of the Data*

This analysis's data are the utterances, the sentences-without the lyrics of the song, and the speech of the dialogue of the characters of the Home movie script. The data source from the research taken from the Home movie animation and the transcript. The movie taken on 16th November 2020 from Layar Kaca21 (<http://149.56.24.226/home-2015/>). While the transcript taken on November 16, 2020, from Fandom Website ([https://transcripts.fandom.com/wiki/Home\\_\(2015\)](https://transcripts.fandom.com/wiki/Home_(2015))).

### 3. Technique of Data Collection

To collect the data, the writer used textual or visual and applied some steps as the following: (a) The writer downloaded the Home movie animation and taken it on November 16, 2020, from Layar Kaca21 (<http://149.56.24.226/home-2015/>); (b) The writer downloaded the transcript of Home movie animation, and it took on November 16, 2020, from Fandom Website (Astle, 2015) ([https://transcripts.fandom.com/wiki/Home\\_\(2015\)](https://transcripts.fandom.com/wiki/Home_(2015))); (c) The writer read the transcript while she watches the movie to match and verified the transcript; (d) The writer code or wrote the utterance in the transcript that include five types of adjacency pairs and which adjacency pair pattern is dominantly used in the movie (Hamidah, 2016).

**Tabel 1. Coding Data**

<b>Gg</b> : Greeting	<b>Ref</b> : refusal		<b>Dis</b> : disagreement
<b>Asm</b> : Assessment	<b>Res</b> : Response		
<b>I</b> : Invitation	<b>Acc</b> : Acceptance		
<b>O</b> : Offer	<b>Agr</b> : Agree		
<b>Q</b> : Request	<b>Dec</b> : Decline		

(Haidar, 2017)

### 4. Technique of Data Analysis

For analyzing the data, the writer used text analysis and the methods from the book of (Donald Ary, Lucy cheser jacobs, 2008) to analyze it as follows:

#### 1. Familiarizing and Organizing

First, the writer familiarize with the data to be analyzed in this stage and organization. So, the data can be easily retrieved. The writer become familiar with the data through reading and re-reading notes and transcripts. (a) The writer first read the transcript of the Home movie animation; (b) Watching the Home movie animation while matching the transcript; (c) Organize the conversations in the transcript according to the topic.

#### 2. Coding and Reducing

The writer provided code and data reduction that is not needed in the transcript. (a) Sorted the data that matches the pattern of adjacency pairs; (b) Categorize the pattern of adjacency pairs; (c) Provided code on sentences that matches the types of adjacency pairs based on theory; (d) Remove unnecessary data in the transcript.

#### 3. Interpreting and Representing

The writer explained or interpret and present the findings. (a) Described the utterances, which include the pattern of adjacency pairs; (b) Presented the findings according to the topic.

## C. RESULTS AND DISCUSSIONS

### 1. Synopsis on The Home Movie Animation

Home is a 2015 American computer-animated science-fiction comedy film produced by DreamWorks Animation and distributed by 20th Century Fox. Loosely based on Adam Rex's 2007 children's book *The True Meaning of Smekday*, the film was directed by Tim Johnson from a screenplay by Tom J. Astle and Matt Ember and stars the voices of Jim Parsons, Rihanna, Steve Martin, Jennifer Lopez, and Matt Jones.

This film tells about alien life on a planet. The Boov aliens came under attack from the Gorks. There is no other choice for the Boovs except to go and flee to Earth. A Boov named Oh make a mess by sending messages that make Gork come to their hideout on Earth. Oh, too, became the Boov's fugitive because of his mistake. In the middle of his escape, he met a human child named Tip. Six-year-old Tip is separated from her mother and hates the Boovs. But Tip is willing to help Oh as long as she allows Tip to find her mother.



### 1. Description of the Finding

#### a. The Pattern of Adjacency Pair In Home Movie Animation.

The writer found a pattern of adjacency pairs in a home movie: preferred and dispreferred by investigating and analyze the home movie's transcript according to Levinson's theory and the writer analyze this study for six month, the writer found 22 sentences that include in the five types of adjacency pair, which Greeting 3 sentences, Assesment 5 sentences, Invitation 1 sentences, Offer 3 sentences, and request 10 sentences.

#### b. The Pattern of Adjacency Pairs that Dominantly used in Home Movie Animation.

This is a table for explaining the number of preferred and dispreferred pattern, and there are 22 sentences from 5types of adjacency pair found in the movie based on Levinson's theory.

**Table 2.** Data the pattern of adjacency pair

No	First Part	Second Part		Amount
		Preferred	Dispreferred	
1	Greeting	1	2	3
2	Assesment	2	3	5
3	Invitation	-	1	1
4	Offer	3	-	3
5	Request	4	6	10
	Total	10	12	22

From the data above, the pattern of dispreferred is a pattern that dominantly used in Home movie animation, which found 12 sentences in 4 types of adjacency pair: greeting 2 sentences, assessment 3 sentences, invitation 1 sentences and the types adjacency pair "request" that created many patterns of dispreferred of 6 sentences in the movie's conversation, and the preferred only 10 sentences from 5 types of adjacency pair. Because in this movie, there are many refusal dialogues carried out by the characters in the movie.

#### c. Discussion

The finding in this study, the write rinvestigated five types of adjacency pairs, namely, greeting, assessment, invitation, offer and request according to Levinson's and two patterns are analyzed, namely the preferred and dispreferred response, there are 22 sentences from 5 types of adjacency pair and the dominant pattern that appeared in the movie's conversation is the dispreferred response. The number of appearances dispreferred response in the movie's

conversation is 12 sentences more than preferred, that is 10 sentences. Dispreferred is dominantly used in conversations because in daily life there is a lot of rejection, rejection is not only in the form of words or directly but also symbols such as with expressions, gestures, etc. or indirectly. As an example :

OH : Good Morning! Hi, guys  
ANOTHER BOOV : ohhh.... (with the turn face)

The example above is a rejection, because we can see the expression of another boov where another boov says "ohhh" with the turn face and not answer OH's greeting, only with expression, we can know what the second part means. In our lives, of course, we have experienced rejection like the example above, people can reject us with words or expressions, gestures and other symbols, and we must be sensitive to this (Kana, 2003: 1) Refusal is a speech act that is often used and cannot be separated from daily life interactions. Refusals can be expressed directly and indirectly. It is said to be a form of direct rejection if the meaning of the sentence conveyed can be understood as rejection. In the previous study, (Hamidah, 2016) is also analyze the feedback of dispreferred response which is dominantly used in frozen movies. There were 55 sentences found in 7 types of adjacency pairs in her research, and the type of adjacency pair "statement" that dominated the number of dispreferred response.

There are two meanings in dispreferred response that are explicit and implicit, to understanding implicit meaning can be made from the context. To know the literal meaning or sense of a sentence before you can calculate its implicatures in a context, Grice in (Levinson, 1983:74) The study that focusses on consist in context is pragmatics. Pragmatics is a part of linguistics that concern on studying the meaning and intent of speech according to its context and circumstances. So, to know the meaning of an indirect rejection, we must first know the context and situation of the speech.

#### **D. CONCLUSION AND SUGGESTION**

The writer identifies the pattern of adjacency pairs in five types of adjacency pairs, namely greeting, assessment, invitation, offer, request, the writer does not take all types of adjacency pairs, the writer limits five types as mentioned so that the discussion is not lengthy and makes it easier for the writer and analyzed two patterns of adjacency pair that is the preferred and dispreferred patterns in the transcript of the home movie. Based on the finding, the writer found 22 sentences types of adjacency pairs based on theory stated by Levinson The type of request that dominates a lot of number in adjacency pair in the movie's conversation., and it was found that the dispreferred patterns are dominantly used in the movie's conversations were 12 sentences while preferred was 10 sentences.

This research focused on the pattern of adjacency pair in five types of adjacency pair and analyzed the pattern of adjacency pair dominantly used in the dialogue of Home movie. the suggestion for the future research to analyze the pattern of adjacency pair with a different source of data, such as in the social context, etc. The form of pattern of adjacency pair is analyzed by the writer based on the real-life conversation. So it will be interesting for the next researcher to investigate and analyze the pattern of adjacency pair with different context. And for teachers or learners this study of adjacency pair can used to add knowledge about adjacency pair and include into pragmatics lesson.

#### **NOTE - THANK YOU**

Thank you to my advisor, who has provided suggestions and input, so that the research paper an

analysis of adjacency pair in home movie animation by Dreamwork Animation is complete.

## REFERENCE

- Astle, B. T. J. (2015). *Script Home movie*. 1–33.
- Celce-Murcia, M., Dornyei, Z., & Thurrell, S. (1993). A Pedagogical Framework for Communicative Competence\_ Content Spe. *Deseret Language and Linguistic Society Symposium*, 19(1).
- Donald Ary, Lucy cheser jacobs, chris sorensen. (2008). *introduction to research in education* (Vol. 7, Issue 2).
- Fuad. (2006). *An Analysis Adjacency Pair in "knight and Day" Movie*. 1–9.
- Haidar, M. A. (2017). A Study OF Adjacency Pair in Zootopia Movie. *T.FACULTY*.
- Hamidah, N. (2016). Analysis of Adjacency Piair in " FROZEN ": A Movie. *F.art*.
- Levinson, S. C. (1983). PRAGMATICS. In *Pragmatic by Levinson*. University of Cambridge.
- Kana's theory (2003: 1) in <http://scholar.unand.ac.id/26369/2/BAB%20I.pdf> taken on 2nd February 2021
- The Home movie taken on October,1th 2020 from (<http://149.56.24.226/home-2015/>).
- Synopsis of Home Movie taken November, 16th 2020 from (<https://www.indozone.id/movie/ByspdRL/sinopsis-home-2015-pertemanan-alien-dan-seorang-anak-manusia/read-all>), and [https://en.wikipedia.org/wiki/Home\\_\(2015\\_film\)](https://en.wikipedia.org/wiki/Home_(2015_film))).