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by Oliviaypn 1

Submission date: 13-Oct-2023 03:46AM (UTC-0700)

Submission ID: 2179457759

File name: Spongebob_Movie_Sponge_on_the_Run_A_Case_on_Pragmatics_Study.pdf (448.85K)

Word count: 5572

Character count: 29848

A Conversation Analysis on The Spongebob Movie: Sponge on the Run: A Case on Pragmatics Study

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Abstract: *This research aimed to describe the conversation structure occurred on SpongeBob On The Run Movie by Tim Hill. There are two problems of the research: (1) What are the conversation structures occurred in The SpongeBob on the Run Movie? (2) What is the dominant structure of conversation on several conversations of The SpongeBob on the Run Movie? The objectives of this research are to answer the problems as what have been mentioned in the previous point. They are (1) To describe the conversation structure occurred in The SpongeBob on the Run Movie, (2) To find out the most dominant structure of conversation analysis in several conversations in The SpongeBob on the Run Movie. This research was conducted by using the approach of conversation analysis (Sacks, Schegloff, & Jefferson, 1978), with the transcribed conversation from movie of SpongeBob On the Run as the data. The data was analyzed using table of analysis, which consists of the transcribed data. There were conversations analyzed; and the findings shows that on movie occurred were: adjacency pairs (22%), turn-taking (61%), and repair (17%). The results of this research shows the possible variation of conversation structures occurred in conversation by the characters. Those results could be an example for English conversation learning in Indonesia, because those results came from native English speaker conversations.*

Keywords: *Conversation analysis, movie, pragmatics.*

I. INTRODUCTION

Conversation analysis studies have developed since the 1970s which can be referred to in Schegloff's (1972) research. He stated that conversation is one of parts in communication that everyday found in social life. As Furo (2001:25) says that conversation is spontaneous talk in interaction among two or more participants in casual, informal settings of everyday life (Pardede et al, 2021) 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. 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.

This study aims to determine the turn-taking, repair, and adjacency pairs of the characters in the live-action / computer-animated adventure comedy film because it is one of the most popular genre films for entertainment. *SpongeBob* is an American animated adventure film released on August 14, 2020 directed by Tim Hill. The writer chose *SpongeBob on the Run* because of how conversations are built between characters. The researchers try to examine the interactional spoken language in the casual dialogue of each actor who has personal differences. The main characters are *SpongeBob* and his close friend *Patrick Star*. The adventure begins when *SpongeBob* loses his beloved snail, *Garry*, along with the marks left in his messy house. *SpongeBob*, who feels lost, is encouraged by *Patrick* to be accompanied by looking for his pet *Garry* to *Atlantis*, where *Garry* is held hostage. However, *SpongeBob* and *Patrick*, who do not have access to the *Atlantic*, are suddenly approached by *Otto*, a robot created by *Sandy*, who brings a vehicle and provides a path to *Atlantis*. It seems that their communication through conversation flows simply midway where *Patrick* realizes that his presence cannot fill the void experienced by *SpongeBob*. One of Conversation of turn-taking then be found easily. An example is drawn below:

Neptune : Where is it? [playing fanfare]
Chancellor : *Here you go, sire. "Your Royal Snail."*
Neptune : *Oh, uh uh yeah.*

The dialogue above was initiated by *Neptune* to his chancellor, about the snail he needs for his routine of skin where the conversational analysis is turn-taking. The answer states a call followed by an answer. This type of Conversation Analysis signals the listener in response to the speaker, and is interesting to identify and research because it plays an important role in the field of conversation. Based on the above phenomena, the researchers are interested in conducting a study entitled "*Conversation Analysis on the SpongeBob on the Run Movie*". The researchers

chose this title because it is related to the language in which the conversations in the movie represent social conversations and daily conversations, problems commonly encountered in conversations can be clearly identified and explained, and describe what the actual expectations and intentions are used by the participants in producing, and understand the conversation. In accordance to the focus of study, the researchers will cover and formulate the question as followed (1) What are the conversation structures occurred in The SpongeBob on the Run Movie? (2) What is the dominant structure of conversation on several conversations of The SpongeBob on the Run Movie? The objectives are (1) To describe the conversation structure occurred in The SpongeBob on the Run Movie and (2) to find out the most dominant structure of conversation analysis in several conversations in The SpongeBob on the Run Movie.

II. THEORETICAL REVIEW

A. Definition of Pragmatics

According to Kreidler (1998:18), pragmatics is a branch of linguistics dealing with context. This indicates that the sense of a linguistic is derived not just from linguistic knowledge, but also from knowledge of the social world (Thao and Herman, 2020; Pardede and Herman, 2020). As a result, it has much to do with analyzing what people measure. As a result, it has more to do with analyzing what people mean by their utterances than with analyzing what the words or phrases in such utterances could mean on their own. In other hand, pragmatic is the study of the relationship between linguistic forms and the users of those forms. Pragmatics allows human into the analysis. **The advantage of studying language via pragmatics is that one can talk about people's intended meaning, their assumptions, their purposes or goals, and the kinds of actions that they are performing when they speak** (Yule 1996: 4). From the explanation, the researchers conclude that pragmatics is the study of utterance meaning, sentences used in conversation, and meaning in language exchange between a speaker and a listener. The context helps one to deduce the meaning. Furthermore, pragmatics is a method of investigating how such texts can be interpreted even though, from a semantic perspective, they do not make sense. Furthermore, pragmatics is a method of exploring how to make sense of such texts even though, from a textual standpoint, the text seems to be either incomplete or to have a different interpretation than what is really meant. And if not everyone is aware of the meaning, we as speakers must be aware of who is listening and consider before speaking. Having a good conversation also means having good communication. But the speaker often has disturbed in the conversation, such as when adjacency pairs, turn-taking, and repairs, and it became one of the studies in conversation analysis.

B. Conversation Analysis

Conversation analysis is the study of talk that people do in everyday life which used to understand how talk is organized well in social setting. It focusses on two or more people which do interaction to take the turn (Sacks, Schegloff and Jefferson, 1974:723). CA analyses spoken data (talks) in the forms of video or audio recordings which occur naturally in the occurring interaction. Conversation Analysis is a technique developed relatively recently for examining and exploring spoken language (Simbolon et al, 2021:25). CA was developed by Harvey Sacks

in association with Emanuel Schegloff and Gail Jefferson, which emerged with the perspectives of ethnomethodology developed by Harold Garfinkel and Erving Goffman's conception of the interaction order (Packer, 1999). There are some components in CA, and it may be different in one journal to another, these components below were taken from different sources in order to complete each other. There are three basic features of CA, they are (1) They focus on action, (2) The structures of which they seek to explicate, (3) They investigate the achievement of intersubjective understanding (Pardede et al, 2021; Simbolon et al, 2021)

C. Types of Conversation Analysis

1. Adjacency Pairs

In linguistics, an adjacency pair is an example of conversational turn-taking. An adjacency pair is composed of two utterances by two speakers, one after the other. The speaking of the first utterance (the first-pair part, or the first turn) provokes a responding utterance (the second-pair part, or the second turn). When it was invented for the first time by Harvey Sacks in 1968 the term is called utterance pairs. On the other hand, Levinson (1983: 303), Cutting (2002: 28), Yule (1996:76), and Liddicoat (2007:106) have a different name for a term defined by Chaika. They call it adjacency pairs. Adjacency pairs divide utterance types into 'first pair parts' and 'second pair parts' to form a 'pair type'. There are several types of adjacency pairs including questions- answers, offer / invite-acceptance / refusal, assessment-agreement / disagreement, blame-denial/admission and compliment-response (Schegloff & Sacks:1973). In a conversation, adjacency pairs occurred as a form of turn-taking. For example, in question-answer pairs, at first the turn belongs to the participant that asking a question, after that the other participant who answers the question take turns to speak and state the answer.

John : What time is it?

Betty : Three o'clock.

It is clearly seen on the example that John asks a question to Betty. Then, Betty on her turn responses John's question right away. Thus, an adjacency pair is created.

2. Turn-taking

In conversation analysis, turn-taking is a term for the manner in which orderly conversation normally takes place. Of course there is more than one person involved in a conversation, and the problems here are: How long one person should talk? When will be the other person's turn? people tend to think the answer is very simple, wait the speaker to stop, and then talk. But in fact, the gaps between turns are generally too short (Sacks, Schegloff, and Jefferson, 1974). It is clear that all participants in a conversation should respect the other by knowing when to share turns. To make the rules of turn-taking clearer, the turn-taking system consists of component which has each role in determining the turn. In CA, Sacks et al. (1974) suggest some techniques to organize the interaction between the participants in a conversation. The turn- allocational component describes how participants organize their interaction by distributing turns to speakers. Turn-allocational techniques are distributed into two groups: (a) those in which next turn is allocated by current speaker selecting a next speaker; and (b) those in which a next turn is allocated by self-selection (Sacks, Schegloff, & Jefferson, 1974).

At a *transition relevance place* (TRP), a set of rules apply in quick succession so that turns are allocated instantly:

1. Current speaker selects next speaker: this can be done by the use of addressing terms (e.g. names), initiating action with gaze, initiating action that limits the potential eligible respondents and the availability of environmental cues (e.g. requesting the passing of salt in a situation where only a particular person is sitting close to the salt).
2. Next speaker self-selects: when there is no apparent addressee and potential respondents, one might self-select to continue the conversation. This can be done by *overlapping*, using *turn-entry devices* such as "well" or "you know"; and *recycled turnbeginning*, which is a practice that involves repeating the part of a turn beginning that gets absorbed in an overlap.
3. Current speaker continues: If no one takes up the conversation, the original speaker may again speak to provide further information to aid the continuation of the conversation. This can be done by adding an increment, which is a grammatically fitted continuation of an already completed *turn construction unit* (TCU). Alternatively, the speaker can choose to start a new TCU, usually to offer clarification or to start a new topic (Packer, 1999).

From the work done by Sacks, Schegloff, and Jefferson, they conclude that turn-taking seems a basic of organization for conversation, and they found out fourteen facts as stated in their work: (1) Speaker change recurs, or at least occurs, (2) Overwhelmingly, one party talks at a time, (3) Occurrences of more than one speaker at a time are common but brief, (4) Transitions (from one turn to a next) with no gap and no overlap are common, (5) Together with transitions characterized by slight gap or overlap, they make up the vast majority of transitions, (6) Turn order is not fixed, but varies, (7) Turn size is not fixed, but varies, (8) Length of conversation is not specified in advance, (9) What parties say is not specified in advance, (10) Number of parties can vary, (11) Relative distribution of turns is not specified in advance, (12) Turn- allocation techniques are obviously used, (13) A current speaker (as when he addresses a question to another party), or parties may self-select in starting to talk, talk can be continuous or discontinuous, (14) Various turn-constructural units are employed e.g., turns can be projectedly 'one word long' or can be sentential in length. Repair mechanisms exist for dealing with turn-taking errors and violations; for example: if two parties find themselves talking at the same time, one of them will stop prematurely, thus repairing the trouble. (Sacks, Schegloff, & Jefferson, 1974).

3. Repair

The term repair is relevant to all levels of talk from the turn-taking system to sequence organization and preference. According to Schegloff, Jefferson, and Sacks (1974:723) repair is designed to deal with turn-taking errors and violations. Repair, as noted by Liddicoat (2007: 171), refers to the processes available to speakers through which they can deal with the problems which arise in talk. He adds that repair is a set of practices designed for dealing with difficulties which emerge in talk. Levinson (1983:341) suggests the phenomena under the notion of repair. They are word recovery problems, self-editing where no discernible (able to be seen) error occurs, and correction problem. Mey (1994:226) adds that repair is a device for correcting oneself, gaining time to think, or preventing somebody else from jumping into the conversation at an upcoming TRP. Furthermore, he explains that repair sequence is initiated by some reason

including a request for information, and an apology. An example of repair initiated by the force of an apology seen as follow:

A: So, I was trying to **pick up this chick** when...

B: *Excuse me, did I hear that right?*

A: **Awfully sorry, I mean, woman...**

A: *Pick up?*

B: Awfully sorry, I mean, meet...(Mey, 1994: 227)

To be observed closely, there actually no discernible error in the first utterance of the first speaker. However, the diction used in the utterance is considered as rude or impolite by the second speaker. For this reason, the second speaker initiates a repair by means of requesting an apology from the first speaker regarding his words. On the next turn of the first speaker, an apology is uttered. Moreover, repair which has no discernible error(s) occur are often done by the speaker of the repaired utterance himself. This is in line with Schegloff, Jefferson, and Sack as noted by Chaika (1982: 86) who states that people are frequently repairing their own error. "What're you so **ha-er-un-happy** about?"

At the first time, the speaker in the above utterance likes to say 'happy' instead of 'unhappy'. If the utterance is going with "What're you so happy about?" it could still be accepted grammatically and contextually. However, something in his mind believes that his choice of diction is wrong and therefore needs a repair. The repair, then, is considered as self-editing, in which no discernible error occurs. The next discussion provides explanation regarding essential terms in repair analysis. Furthermore, types and patterns of repair will be revealed.

D. Movie

Movies, or films, are a type of visual communication which uses moving picture and sound to tell stories or teach people something. Most people watch (view) movies as a type of entertainment or a way to have fun. For some people, fun movies can mean movies that make them laugh, while for others it can mean movie that make them cry, or feel afraid.

According to Allen and Gemery (1985), movie is an art which portrays man's interpretation of live. The field of movie are as an art form, and the mention pictures industry and sometimes a movie is a representation in our live in the society (Pardede, Herman and Pratiwi, 2019; Situmorang and Herman, 2021). Hence, movie is one branch of the art usually contains someone's life story, fiction and biography as and entertainment the people. Movie usually the scribes about love, live politic violence etc (Butarbutar et al, 2020:5). Film as mass communication is a combination of various technologies such as photography and sound recording, fine arts and theater arts, literature and architecture as well as music. The synopsis of SpongeBob movie on the run:

When SpongeBob SquarePants' beloved pet snail Gary goes missing, a path of clues leads SpongeBob and his best friend Patrick to the powerful King Poseidon, who has Gary held captive in the Lost City of Atlantic City. On their mission to save Gary, SpongeBob and the Bikini Bottom gang team up for a heroic and hilarious journey, where they discover nothing is stronger than the power of friendship.

III. RESEARCH METHODOLOGY

A. Research Design

The researchers used qualitative research as the research design. According to Creswell (2007), qualitative research is an approach for exploring and understanding the meaning individuals or groups ascribe to a social or human problem (Nainggolan et al, 2021; Sihombing et al, 2021). Moreover, Nassaji (2015) defined qualitative research is more holistic and often involves a rich collection of data from various sources to gain a deeper understanding of individual participants, including their opinions, perspectives, and attitudes.

There are many different types of qualitative research, there are: basic interpretative studies, case studies, document or content analysis, ethnography, grounded theory, historical studies, narrative inquiry, and phenomenological studies. Based on the type of the qualitative research, the researchers used document or content analysis for this research. According to Schreier (2012), qualitative content analysis is one of the several qualitative methods currently available for analyzing data and interpreting its meaning (Silaban and Marpaung, 2020). The main focus of content analysis is to analyze and interpret recorded material to learn about human behavior. The material may be public records, letters, films, themes, reports, speech, lyric, or other documents.

The main focus of this research is to analyze the types adjacency pairs, turn-taking, and repair and the dominant types of it which found on SpongeBob on the run movie. To do this research, the researchers used Schegloff, Sacks, and Jefferson's theory (1974), states that there are four types of repair, self-initiated self-repair, self-initiated other-repair, other-initiated self-repair, and other-initiated other-repair, adjacency pairs, and turn-taking.

B. Source of the Research

The data of this research were collected by watching the movie namely SpongeBob on the Run. The researchers selected some conversations, a specially conversations which contain the main characters. The SpongeBob movie is taken by website <https://85.114.138.56/nonton-tht-spongebob-movie-spone-on-the-run-sub-indo/>.

C. Instrument of the Research

The research instrument is a tool used by researchers in collecting data in the research process. The instrument is closely related to the method used in research. In this study, the instrument used was the researchers themselves and the script. The researchers collected scripts from the film SpongeBob on the Run by Tim Hill, and filtered every conversation that contained the Adjacency pairs, turn-taking, and repairs of each character.

D. Technique of Data Collection

The data of this study were the transcribed conversation taken from the movie from *SpongeBob on the Run Movie*. The data was described by transcribing the conversation of the show into written form. Then, the transcribed data were put to table of transcription analysis. In the table of transcription analysis, the data were labelled using the conventions of transcribing conversation to identify the conversation in written form. The conventions on transcribing conversation developed by Jefferson used in labelling:

Table 1. Conversations on Transcribing Conversation

(.)	Pause in talk less than two tenth of a second
.hh	Speaker in-breath
Hh	Out-breath
(())	Non-verbal activity (in the double brackets)
:	Speaker stretches the preceding sound or letter
<u>Underline</u> d	Speaker's emphasis
CAPITA LS	The words in capital indicates that they are spoken louder than the other words
°soft°	The degree sign indicates that an utterance part is produced softer than the surrounding talk
//	Overlaps
>faster<	This utterance part is produced with higher pace than the talk surrounding it.
<slower>	The pace is relatively slower.
↑↓	Vertical arrows provide information about local pitch movements within syllables or at the level of a single syllable. A downward arrow signals a falling tone movement, an upward arrow a rising one.

Furthermore, the steps used to complete data collection are:

1. Watching the movie and listening to the dialogue carefully
2. Transferring the dialogue into data sheets
3. Checking the accuracy of the movie's dialogue with its subtitle
4. Selecting and classifying the Adjacency pairs, turn-taking, and repairs.

E. Technique of Data Analysis

After collected, the data will be processed and analyzed. Because this research aims to find out the Adjacency pairs, turn-taking, and repairs in America action fiction movie by Tim Hill, *SpongeBob On the Run*, then it is analyzed by using some steps in appropriateness to what will be obtained which being the result of this research. Data analysis is the review process, sorting, and grouping data in order to formulate working hypotheses and lifted it into conclusion or theories in the research findings, (Bakri, 2003: 162).

To gain easiness of this study and to answer the research problem, after the data have been collected, then the writer analyzed them systematically. In order to make it systematic, the writer conducted the analysis through some steps as follow: (1) Read the sorted dialog, (2) Ensure the character's expression when conveying the sentence, (3) Interpret the Adjacency

pairs, turn-taking, and repairs that has been spoken with or note expression, (5) Make conclusions based on the analyzed data.

F. Triangulation

According to Flick (2013:12), triangulation means to take several methodological perspectives or theoretical perspectives on an issue under study triangulation (Hutabarat et al, 2020:146). In this regard, it is stated that there are four types of triangulation techniques, namely (1) triangulation of data / sources (data triangulation), (2) triangulation of researchers (investigator triangulation), (3) methodological triangulation, and (4) theoretical triangulation (theoretical triangulation). In this study, the researchers chose the triangulation of the researchers, where seen from previous studies, the results were used as a benchmark for comparison in the preparation of this "SpongeBob On the Run by Tim Hill" study.

IV. RESEARCH FINDINGS AND DISCUSSION

A. Research Findings

This part is intended to report data calculation from types of conversation on SpongeBob on the Run movie and the dominant type. Below is the calculation of the data:

Table 2. Types of Conversation found in the movie

No	Types of Conversation	Amount	Percentage
1	Adjacency Pair	8	22%
2	Turn-taking	22	61%
3	Repairs	6	17%
Total		36	100%

After analyzing the conversation on SpongeBob on the run movie, the researchers found that:

1. The data analysis shows that there are 8 data of adjacency pair (22%), 22 data of turn-taking (61%), and 6 data of repairs (17%). Involving the total data of structure of conversation are 36 data.
2. Based on the data analysis above, the dominant structure of conversation on SpongeBob on the run movie is turn-taking.

Below is Chart 1 is the percentage of structure of conversation on SpongeBob on the Run Movie

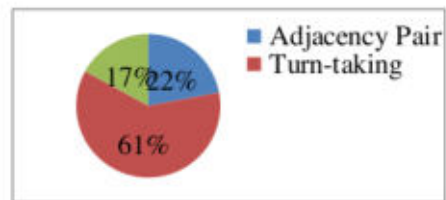


Chart 1. Percentage types of Conversation structure in the movie

B. Discussions

Based on the finding above, the researchers inferred that there was a similarity with the findings from a previous research done by Amanda (2016) entitled "Conversation Analysis: Conversation Structures Occurred in The Tonight Show Starring Jimmy Fallon". Theories used were the same by Sacks, Schegloff, & Jefferson about turn-taking, adjacency pairs and repair. As the result, the structures of the conversation that mostly used on The Tonight Show Starring Jimmy Fallon was person turn-taking. In this research, the structure of the conversation on SpongeBob on the run movie found, there are 8 adjacency pairs (22%), 22 turn-taking (61%), and 6 repairs (17%). So, the dominant structure of the conversation on SpongeBob on the Run Movie is turn-taking, it was 22 data out of 36 or 61%.

V. CONCLUSION

Based on the research findings, it was obtained some conclusion as follows: Based on the researchers conclude that SpongeBob on the run movie used structures of conversation from Sacks, Schegloff, & Jefferson (1974) theory which are adjacency pair, turn-taking and repairs. On SpongeBob on the run movie, turn-taking divided into four parts, namely current speaker selects next speaker, Next speaker self-selects, and current speaker continues. Furthermore, the other structures of conversations are also found on SpongeBob on the run movie. From the result that has been analyzed, the researchers identified the structure of conversation used on SpongeBob on the run movie, there were three structure of conversation according to Sacks, Schegloff, & Jefferson. Last but not last, the researchers found that turn-taking structure was the most dominant to be used in the SpongeBob on the run movie.

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