

ABSTRACT

Kristiawan, Titus. (2015). *An Analysis of Ill-Sequence Conversation in Questions Only Game Based on Searle's Indirect Speech Act*. Yogyakarta: English Language Study Program, Department of Language and Arts, Faculty of Teachers Training and Education, Sanata Dharma University.

This thesis was conducted to observe the occurrence of the ill-sequence conversation in the *Questions Only* game. In the game, the performers are allowed to speak only in question. This conversation is considered as violating the common feature of conversation. However, the conversations seem to go normally and also sound relevant and coherent. In response to the case, Searle suggests indirect speech act which allows an act to have different speech acts based on the context.

From that point, the research aims to observe the conversation based on its act movement. Hence, the research problems are formulated as follows: 1. Which speech acts are performed by the questions said in the *Question Only* game conversation? 2. How do the sequences of the conversation in the game show go as suggested by each utterance's primary act?

This research employs content analysis. Its objects were 7 videos in which the *Questions Only* game is played. This research took the videos from season six to ten. Based on the sampling plan, it would only observe the conversation in which a pair of performers spoke in question. Some references from books, general knowledge, films, dictionaries, and online websites are used in the research to assist the researcher recognizing the various topics used in the conversation.

Based on the analysis, the research found that in the conversation the questions did not only perform the act of questioning. Its primary acts was widely spread across the five speech acts categories. Thanks to indirect speech act, the utterances setting were allowing them to perform acts other than questioning within Searle's speech act typology namely: Representatives, Directives, Commisives, Expressives, and Declaratives.

The second finding, which was derived directly from the first one, conveyed that the conversation was well constructed. Its sequence was mostly progressed according to adjacency pair. The sequences of question-question in the conversation were proved not to affect the act performed by the performers.

Keywords: conversation, ill-sequence conversation, indirect speech act

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Skripsi ini dibuat untuk menganalisa ill-sequence conversation di dalam permainan Questions Only. Di dalam permainan tersebut, para penampi hanya diperbolehkan untuk bercakap-cakap dengan bertanya. Percakapan tersebut dinilai menyalahi ketentuan baku dari sebuah percakapan. Meskipun begitu, percakapan tersebut dapat berjalan secara normal dan bahkan tetap terdengar relevan dan koheren. Dalam kaitannya dengan kasus ini, Searle menggagas tindak tutur tidak langsung yang memungkinkan satu ucapan memiliki tindak tutur yang berbeda berdasarkan konteksnya.

Penelitian ini bertujuan untuk mengamati pergerakan tindak tutur dari masing-masing ucapan di dalam percakapan. Oleh karenanya, rumusan masalah dirumuskan sebagai berikut: 1) Tindak tutur utama apa saja yang ada dalam pertanyaan yang diucapkan di dalam permainan Questions Only? 2) Bagaimana urutan tindak tutur dari percakapan di permainan tersebut berdasarkan tindak tutur utama yang ditemui?

Penelitian ini menerapkan metode analisis isi. Objek dari penelitian ini adalah 7 buah video saat permainan Questions Only dimainkan. Penelitian ini hanya mengambil video tersebut dari musim enam sampai sepuluh. Berdasarkan skema pengambilan data, penelitian ini hanya memasukkan percakapan diantara pelaku dalam bentuk pertanyaan. Beberapa buku, pengetahuan umum, film, kamus, dan website digunakan untuk memahami topik-topik khusus yang digunakan di dalam percakapan.

Dari analisis tersebut, penelitian ini menunjukkan bahwa di dalam percakapan, sebuah pertanyaan tidak hanya bertindak tutur bertanya. Tindak tutur utama dari pertanyaan tersebut tersebar di hampir semua kategori tindak tutur. Bahkan berkat tindak tutur tidak langsung, konteks dari sebuah pertanyaan memungkinkan pertanyaan untuk memiliki tindak tutur selain bertanya di dalam tindak tutur kategori yang lain yaitu: Representatives, Directives, Commisives, Expressives, and Declaratives.

Penemuan kedua, yang didasarkan dari penemuan pertama, menunjukkan bahwa urutan tindak tutur di dalam percakapan tersebut tersusun sesuai ketentuan. Meskipun hanya terdiri atas pertanyaan, hampir seluruh urutan tindak tutur di dalam percakapan sesuai dengan adjacency pair. Ini menunjukkan bahwa urutan pertanyaan-pertanyaan di percakapan terbukti tidak berpengaruh langsung dengan tindak tutur yang dibuat oleh pelaku.

Kata kunci: conversation, ill-sequence conversation, indirect speech act