

Adjacency Pairs In Avatar Movie

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Abstract This study entitled “Adjacency Pairs in Avatar Movie” is a study about adjacency pairs and generally about conversation analysis. This study investigates the types of adjacency pairs, and the preferred and dis-preferred responses of adjacency pairs which are used between characters in Avatar movie. Avatar movie was the data source of this study, and the data was collected by using the library research and documentation method. This study used qualitative descriptive method to analyze the data of the problems. The theory that is used in this study is the theory of conversational analysis specifically in adjacency pairs by Levinson (1983) in the book “Pragmatics”. For the results, there are a total of 16 types of adjacency pairs in conversation used between characters in Avatar movie. In total, there are 97 data of conversation of adjacency pairs found in the movie. Based on the types of adjacency pairs found in this study, there are 9 types of adjacency pairs determined as preferred responses and there are a total of 73 data of adjacency pairs as the format of preferred responses. In dis-preferred responses, there are 7 types of adjacency pairs and 24 data found in the movie of this study. The most types of adjacency pairs found in the movie are the types of question-answer (29 data), telling-acceptance (20 data), telling-refusal (10 data), and request-acceptance (8 data).

Keywords: *Adjacency Pairs, Conversation Analysis, Conversation.*

I. INTRODUCTION

A conversation is not just a sequence of speech or messages expressed as speaking turns, produced by speakers, and received by addressees. Conversations are structured into adjacency pairs where first and second parts are produced by different speakers (Brenan, 2010:1). It can be said that in adjacency pairs, the speakers both the first and second parts are taking their turn during exchanges of conversation. But they can be either preferred or dis-preferred category of response as stated by Levinson (1983:307).

Levinson (1983:303) states that adjacency pairs as the kind of paired utterances which are prototypical, such as question-answer, greeting-greeting, offer-acceptance, apology-minimization, and others. Sacks, Jefferson, and Schegloff (1992:525) explain that the total class of means whereby current speakers select next speakers are instances of the use of adjacency pairs. The whole range of ways that anybody can select a next speaker involves the use of something can be called as first pair parts, and by using a first pair part one can select a next speaker, it can be found that adjacency pairs. It can be said that the first speaker and the second speaker are related in doing conversation according to adjacency pairs.

These studies have been studied by some previous researchers. Pardede, Herman, Silalahi, and Thao (2021) investigated the structure of adjacency pairs of FKIP UHN students' in English conversation. Bintana, Rukmini, and Sofwan (2017) investigated the adjacency pairs patterns of Trumps' Victory Interview in '60 Minutes'. Then, Arsy (2011) investigated the use of adjacency pairs in film 'Journey to the Center of the Earth' by Eric Brevig. These studies explain the concepts of adjacency pairs and in generally about conversation analysis. The current study can get references and be able to be easier in doing the study, and analyzing the problems.

Adjacency pairs are relevant and important study to be learnt since there are many important problems in conversation that can be analyzed of adjacency pairs. It can give challenges for a person who begins to learn a language that is not their native language in particularly, and also for those who study linguistics especially in conversation learning. The students in particularly can learn more deeply about adjacency pairs and its parts in conversation. It is an important thing for students or others to hone their skill in analyzing while speaking and hearing a conversation. But in fact, there is not a particular learning or a subject at school about conversation especially about adjacency pairs. Regarding to the movie as the data source of this study, Avatar movie is one of the unique movie in the world which

explains about the meaning of life, and includes many conversations that can be analyzed of adjacency pairs.

Based on the background, there are two problems that can be formulated as follows:

1. What types of adjacency pairs in conversation are used between characters in Avatar movie?
2. What are preferred and dis-preferred responses of adjacency pairs used between characters in Avatar movie?

There are two aims in this study, they are to find out the types of adjacency pairs in conversation used between characters in Avatar movie. Then, to know the preferred and dis-preferred responses of adjacency pairs used between characters in Avatar movie.

The scope of discussion is limited. This study focuses to analyze the types of adjacency pairs, and both the preferred and dis-preferred responses used between characters in Avatar movie. The data is only taken from the conversations of the characters in Avatar movie.

II. METHOD AND THEORY

2.1 Research Method

The methodology is one of important things in doing research. This study focuses on analyzing adjacency pairs in conversation used between characters in Avatar movie. The research method used in this study is classified into some parts.

The data used in this study was qualitative data. Since adjacency pairs study focuses on how to analyze problems in conversation, it is relevant if the data was taken from the conversation of a movie. In this study, Avatar movie is the data source. Avatar is a 2009 American epic science fiction film written, produced, and directed by James Cameron. The development of Avatar began in 1994, and United States of America as the country where this movie was produced. The conversations between the characters were the conversations taken and analyzed in this movie. The data source was chosen and important to be analyzed because there are many conversations relating to the adjacency pairs, and it also gives good meaning of life.

The library research and documentation method were used in this study to collect the data from the data source. The technique used to collect the data was note-taking technique. When collecting the data, several steps were applied. First, watching the movie several times in order the context of the movie can be understood well. Then, make a taking notes of the utterances which were classified as adjacency pairs by using time count or time marking. Finally, the next step was transcribing the utterances in conversation used between characters in Avatar movie which

were classified as adjacency pairs into written text before the analysis.

After collecting the data, analyzing data was the next step. In this study, the data of the problems were analyzed by using qualitative descriptive method. The analysis was based on theory of conversation analysis specifically in adjacency pairs proposed by Levinson (1983) in the book "Pragmatics". The analysis in this study was started by preparing the data. Determining the collected data into several parts related to each types of adjacency pairs. After that, giving more identification to the utterances which were included to adjacency pairs related into both the preferred and dis-preferred responses. Finally, the data was analyzed based on the theory applied in this study. There was also a simple statistic used in the analysis to know the number of types of adjacency pairs dominantly used, including both the preferred and dis-preferred responses.

The result of the analysis was presented based on theory of conversation analysis specifically in adjacency pairs proposed by Levinson (1983) in the book "Pragmatics". The data was presented in informal method applied by using sentence. It was used to describe adjacency pairs in conversation used between characters in Avatar movie. Based on the technique, the analysis discussion was presented informally through words or sentences, and it was provided with some descriptive explanations.

2.2 Conversation Analysis and Its Analytical Units

Levinson (1983:296) states that there are several basic units of conversation analysis, such as;

1. Turn-Taking. Turn taking is regulated primarily by signals, and not by opportunity assignment rules at all. Turn taking is one participant, A, talks, stops; another, B, starts, talks, stops. So it is obtained as A-B-A-B-A-B distribution of talk across two participants (Levinson, 1983:296:302).

2. Adjacency Pairs. Adjacency pairs is the kind of paired utterances of which question-answer, greeting-greeting, offer-acceptance, apology- minimization, and others are prototypical (Levinson, 1983:303). Adjacency pairs are used for opening and closing conversations, and are very important during conversations both for operating the turn taking system by enabling a speaker to select next action and speaker, and also for enabling the next speaker to avoid both gap and overlap (Coulthard, 1985:70).

3. Overall Organizations. Levinson (1983:308:309) states that overall organizations organize the totality of the exchanges within some specific kind of conversation. One kind of conversation with a recognizable overall organization that has been much studied is the telephone calls. These tend to have clear beginnings and carefully organized closings. Therefore, in telephone calls, the following typical components of an opening and closing sections can be recognized.

Based on the conversation structure by Levinson (1983), there are two other terms related to conversation analysis, they are;

1. Preference Organization. Levinson (1983:332) states that the alternative second parts to first parts of adjacency pairs are not generally of equal status, rather some second turns are preferred and others dis-preferred called preference organization. Yule (1996:79) states that the preference structure is used to indicate a socially determined structural pattern and does not refer to any individual’s mental and emotional desire. It can be said that preference is an observed pattern in talk and not a personal wish.

2. Pre-Sequences. Pre-sequence is used with a systematic ambiguity to refer both to a certain kind of turn and a certain kind of sequence containing that type of turn. A pre-sequence is not just some turn that comes before some other kind of turn, most turns have that property. It is a turn that occupies a specific slot in a specific kind of sequence with distinctive properties (Levinson, 1983:345:346).

2.3 Characterizing Adjacency Pairs

Adjacency pairs are one of the basic units of conversation analysis which has strong contributions in analyzing conversations. Levinson (1983:303) states that the adjacency pairs are deeply inter-related with the turn taking system as techniques for selecting a next speaker, especially where an address term is included or the content of the first utterance of the pair clearly isolates a relevant next speaker. Adjacency pairs are kind of paired utterances of which question-answer, greeting-greeting, offer-acceptance, apology-minimization, and others are prototypical.

In the book of “Pragmatics”, Levinson quotes a statement of characterization of adjacency pairs offered by Schegloff and Sacks. Adjacency pairs are sequences of two utterances, those are: 1. Adjacent, 2. Produced by different speakers, 3. Ordered as a first part and a second part, 4. Typed, so that a particular first part requires a particular second (or range of second parts), for example, offers require acceptances or rejections, greetings require greetings.

There is substantial variation in the forms which are used to fill the slots in adjacency pairs, as shown below, but there must always be two parts (Yule, 1996:77:78).

First Part Second Part

A: What’s up? B: Nothin’ much.

A: How’s it goin’? B: Jus’ hangin’ in there.

A: How are things? B: The usual.

A: How ya doin’? B: Can’t complain.

The examples above are typically found in the opening sequences of a conversation. There are other types of adjacency pairs illustrated below, such as:

First Part Second Part

a. A: What time is it? B: About eight thirty.
(Question-Answer)

b. A: Thanks. B: You’re welcome.
(Thanking-Response)

c. A: Could you help me with this? B: Sure.
(Request-Accept)

Yule also explains the concept of insertion sequence in conversation. Not all parts immediately receive their second parts, as it often happens that a question-answer sequence will be delayed while another question-answer sequence intervenes. Insertion sequence is one of adjacency pairs within another. The example of the concept of insertion sequence can be seen below.

Jean : Could you mail this letter for me? (Q1= Request)

Fred : Does it have a stamp of it? (Q2)

Jean : Yeah. (A2)

Fred : Okay. (A1 = Acceptance)

As shown above, there is a pair which consists of making a request-accepting the request (Q1-A1), with an insertion sequence of a question-answer pair (Q2-A2) which seems to function as a condition on the acceptance (A1) being provided. The delay in example above is created by an insertion sequence. Delay represents distance between what is expected and what is provided, and it is always interpreted as meaningful. It needs some analytic terms for what is expected within certain types of adjacency pairs to see how delay is locally interpreted.

In adjacency pairs, characteristically there are names for the components of such pairs, for example, greeting-greeting, question-answer, goodbye-goodbye, complaints followed by an excuse or a request for forgiveness or an apology or a denial, offers followed by acceptances or refusals, requests followed by acceptances or rejections, compliments followed by acceptances of a compliment, and others (Sacks, Jefferson, and Schegloff, 1992:521).

There are also another type of adjacency pairs described by Levinson (1983:304), it is hold-accept pair.

A: Er I’ll just work that out for you. (Hold)

B: Thanks. (Accept)

Hold and acceptance are ad hoc terms for the parts of the adjacency pair that are used to initiate an interactional interlude or 'time out'. “Hold” is as the first pair part, while the second pair part is “Accept”.

Sidnell and Stivers (2013:192) give a number of first and second pair parts of adjacency pairs, as stated below in the table.

FIRST PAIR PART ACTION	SECOND PAIR PART ACTION
Summons	Answer
Greeting	Greeting

Invitation	Acceptance/Declination
Request For Action	Granting or Denial
Request For Information	Informative Answer
Accusation	Admission/Denial
Farewell	Farewell

It can be seen that the two parts are adjacently placed, items in the left column are spoken by a different speaker from items in the right column, items in the left column precede those in the right, each row represents a pair, and then items from different rows are not produced as components of a single pair.

Liddicoat (2007:106:110) explains that some types of talk are designed to initiate next actions, while other types of talk are designed to complete the action initiated. Those forms of talk which initiate actions are called first pair parts (FPP), while those that flow from such initiations are called second pair parts (SPP). Liddicoat gives some examples of adjacency pairs.

1. Question-Answer: John: What time's it?
Betty: Three uh clock.
2. Greeting-Greeting: Amy: Hello.
Jean: Hi.
3. Summons-Answer: Terry: Hey Paul.
Paul: Uh yeah.
4. Telling-Accept: John: I've jus' finished my las' exam.
Betty: That's great.

The first turn of the pair initiates some actions and makes some next actions relevant in each of the examples above, and the second turn responds to the prior turn, and completes the action which was initiated in the first turn. These two turns together accomplish an action. The basic sequence is composed of two ordered turns at talk: first pair part and second pair part.

Levinson (1983:307) states that the importance of the notion of adjacency pairs is revived by the concept of preference organization. Not all the potential second parts to a first part of an adjacency pairs are of equal standing, there is a ranking operating over the alternatives such that there is at least one preferred response and one dis-preferred category of response. Primarily, preferred seconds are unmarked, they occur as structurally simpler turns. In contrast, dis-preferred seconds are marked by various kinds of structural complexity. Thus dis-preferred seconds are typically delivered: 1. After some significant delay, 2. With some preface marking their dis-preferred status, often the particle well, 3. With some account of why the preferred second cannot be performed.

Yule (1996:79) states that preference structure divides second parts into preferred and dis-preferred social acts. The preferred is the structurally expected next act, and the dis-preferred is the structurally unexpected next act. The table below are the general patterns of preferred and dis-preferred (Levinson, 1983:336).

Firs Pair Parts	Second Pair Parts	
	Preferred	Dispreferred
Request	Acceptance	Refusal
Offer/Invite	Acceptance	Refusal
Assessment	Agreement	Disagreement
Question	Expected Answer	Unexpected Answer/Non-Answer
Blame	Denial	Admission

The table above indicates the sort of consistent match between format and content found across a number of adjacency pairs of second pair parts. The recurrent and reliable patterns can be found, for example refusal of requests or invitations are nearly always in dis-preferred format, and acceptances in preferred format. Yule (1996:79:80) states that to get a sense of how expected the preferred second parts are, imagine each of the first parts being met with silence. It might be said that in any adjacency pairs, silence in the second part is always an indication of a dis-preferred response. Below is the table of the compilation of types of adjacency pairs divided into both the preferred and dis-preferred responses offered by some experts, they are Levinson, Yule, Sacks, Jefferson and Schegloff, Liddicoat, and Sidnell and Stivers who state about the types of adjacency pairs.

1. Preferred Responses.

No.	First Pair Part	Second Pair Part
1.	Question	Answer
2.	Greeting	Greeting
3.	Offer	Acceptance
4.	Apology	Minimization
5.	Thanking	Response
6.	Request	Acceptance
7.	Goodbye	Goodbye
8..	Complaint	Excuse/Apology
9..	Compliment	Acceptance
10.	Hold	Acceptance

11.	Summons	Answer
12.	Telling	Acceptance
13.	Invitation	Acceptance
14.	Assessment	Agreement
15.	Blame	Denial
16.	Accusation	Admission
17.	Farewell	Farewell

2. Dis-Preferred Responses.

1.	Question	Unexpected/Non-Answer
2.	Offer	Refusal
3.	Request	Refusal
4.	Complaint	Denial
5.	Compliment	Refusal
6.	Hold	Refusal
7.	Telling	Refusal
8.	Invitation	Declination
9.	Assessment	Disagreement
10.	Blame	Admission
11.	Accusation	Denial
12.	Apology	Refusal

These types are compiled and concluded as the types of adjacency pairs including both the preferred and dis-preferred responses in this study stated by Levinson, Yule, Sacks, Jefferson and Schegloff, Liddicoat, and Sidnell and Stivers. There is a possibility if there are other types of adjacency pairs outside the table.

III. RESULT AND DISCUSSION

This chapter discusses and analyzes the problems in this study about adjacency pairs in Avatar movie. The problems are what types of adjacency pairs used between characters in Avatar movie, including both the preferred and dis-preferred responses of types of adjacency pairs of the second pair parts. The problems are analyzed descriptively based on the theory applied in this study.

3.1 Types of Adjacency Pairs

The analysis of types of adjacency pairs are divided into two parts, both the preferred and dis-preferred

responses. As explained in this study, the basic sequence of adjacency pairs is divided into two ordered turns at talk, they are first pair part (FPP), and second pair part (SPP). The second pair part (SPP) can be the format of preferred and dis-preferred responses. There are 16 types of adjacency pairs found in the movie of this study which are divided into two parts of the second pair parts, they are preferred responses and dis-preferred responses. There are only a maximum of 5 data selected to be explained and analyzed for each type of adjacency pairs found in this study.

3.1.1 Preferred Responses

In preferred responses, there are 9 types of adjacency pairs can be found and analyzed in this study. The types are question-answer, greeting-greeting, offer-acceptance, thanking-response, request-acceptance, summons-answer, telling-acceptance, assessment-agreement, and blame-denial.

1. Question-Answer

0:15:33 - 0:15:36

Dr. Grace Augustine : “How much lab training have you had?” (FPP)

Jake Sully : “I dissected a frog once.” (SPP)

This utterance happened while Dr. Max Patel introduced Jake Sully and Dr. Norm Spellman to Dr. Grace Augustine in the bio-lab. Grace respected Norm, but she did not respect to Jake at that time because he was not a scientist. Dr. Grace Augustine was a botanist as well as the leader of the avatar program. Grace gave a question by asking “How much lab training have you had?” as the first pair part, and Jake answered by saying “I dissected a frog once.” as the second pair part. It is determined as the format of the preferred response.

2. Greeting-Greeting

0:12:27 - 0:12:28

Dr. Max Patel : “Hey! Welcome.” (FPP)

Jake Sully : “Hey!” (SPP)

This utterance involved the main characters between Dr. Max Patel and Jake Sully when they met to each other for the first time in a bio-lab. Jake Sully was the first main character who also drove avatar and replaced his twin brother in the avatar program on Pandora since his twin brother had been killed in the mission. Whereas, Dr. Max Patel was a scientist in this program in Pandora. Pandora was the fifth moon of the gas giant Polyphemus orbited Alpha Centauri A in the Alpha Centauri System, the closest star system to our own sun. In the first meeting or coming of Jake, Max gave a greeting to him by saying “Hey! Welcome.” as the first pair part. Jake Sully responded with a greeting too by saying “Hey!” as the second pair part, and it is concluded as the format of the preferred response.

3. Offer-Acceptance

0:27:15 - 0:27:29

Colonel M. Quaritch : “Son, I take care on my own.

You get me what I need, I’ll see to it you get your legs back when you rotate home. Your real legs.” (FPP)

Jake Sully : “That sounds real good, sir.” (SPP)

This utterance involved the conversation between Colonel M. Quaritch and Jake Sully when they were talking about Jake's help in Pandora and what he was supposed to do. Quaritch offered something to Jake if he succeeded to do his missions. Quaritch offered a promise to Jake by saying "Son, I take care on my own. You get me what I need, I'll see to it you get your legs back when you rotate home. Your real legs." as the first pair part. Jake accepted that by saying "That sounds real good, sir." as the second pair part, and it is analyzed as belonging to the preferred response format.

4. Thanking-Response

0:43:53 - 0:44:03

Jake Sully : "Look, wait up, I just wanted to say thanks for killing those things. Damn!" (FPP)
Neytiri : "Don't thank. You don't thank for this." (SPP)

In this conversation, the utterance happened when Neytiri saved Jake Sully from the fight and attack of viperwolves. Viperwolve is a small hyena/wolf like carnivore that has six legs, a lean, powerful torso, and has evolved to travel swiftly over long distances in search of prey. At that time, Jake wanted to thank Neytiri by saying "Look, wait up, I just wanted to say thanks for killing those things. Damn!" as the first pair part. Neytiri refused that by saying "Don't thank. You don't thank for this." as the second pair part. Although it is a refusal statement of the response, it can be thought as the format of the preferred response because there is a response of second pair part that classified into the type of thanking-response.

5. Request-Acceptance

0:26:57 - 0:27:01

Colonel M. Quaritch : "Can you do that for me, son?" (FPP)

Jake Sully : "Hell, yeah, sir." (SPP)

Colonel M. Quaritch : "Well, all right, then."

This utterance happened while Jake Sully had a conversation with Colonel M. Quaritch about his help to find a way to force the Na'vi to leave Hometrees, or destroy them if necessary. Hometrees are massive trees that can be found throughout Pandora. At that time, Quaritch asked a request to Jake by saying "Can you do that for me, son?" as the first pair part, and Jake accepted the request by saying "Hell, yeah, sir." as the second pair part. It is concluded as the preferred response format.

6. Summons-Answer

02:33:57 - 02:34:01

Neytiri : "Ma Jake!" (FPP)

Jake Sully : "I read you." (SPP)

This utterance involved the conversation between Neytiri and Jake Sully when the war was going on between the Na'vi and the sky people. The condition of the war for Na'vi was getting worse, and at that time, Jake called both Tsu'tey and Trudy but neither answered because they were killed. Then Jake made a contact with Neytiri when her ikran was dead at that time. Neytiri summoned Jake by saying "Ma Jake!" as the first pair part, and Jake answered that by saying "I read you." as the second pair part. The response means that he heard her voice as a confirmation from the calling, and it is analyzed as belonging to the format of preferred response.

7. Telling-Acceptance

0:28:22 - 0:28:26

Trudy Chacón : "Sturmbeest herd coming up on your right." (FPP)

Dr. Grace Augustine : "Got it. Thanks." (SPP)

In this conversation, this utterance involved the conversation between Trudy Chacón and Dr. Grace Augustine in the helicopter on the way to the forest of Pandora with the others. Trudy Chacón was their assigned pilot for the expedition along with Lyle Wainfleet serving as additional non-avatar security. In the helicopter, Trudy told something by saying "Sturmbeest herd coming up on your right." as the first speaker, and Grace responded by giving a preferred response, and said "Got it. Thanks." as the second pair part.

8. Assessment-Agreement

0:32:11 - 0:32:17

Dr. Norm Spellman : "Wow! It's that fast?" (FPP)

Dr. Grace Augustine : "Amazing, isn't it?" (SPP)

This utterance happened when Dr. Norm Spellman and Dr. Grace Augustine took samples in the forest. Norm was surprised when he saw the samples. He gave an assessment by saying "Wow! It's that fast?" as the first pair part. Grace surely agreed for the assessment given by Norm and she said "Amazing, isn't it?" as the second pair part. It is concluded as the preferred response format.

9. Blame-Denial

0:17:16 - 0:17:21

Parker Selfridge : "Relations with the indigenous are only getting worse." (FPP)

Dr. Grace Augustine : "Yeah, that tends to happen when you use machine guns on them." (SPP)

This utterance happened in the conversation between Parker Selfridge and Dr. Grace Augustine when they were talking about their ways of mission in avatar program for many years that resulted nothing to their aim. Parker was blaming by saying "Relations with the indigenous are only getting worse." as the first pair part. Grace denied it by saying "Yeah, that tends to happen when you use machine guns on them." as the second pair part. It is analyzed as belonging to the preferred response format.

3.1.2 Dis-Preferred Responses

In dis-preferred responses part, there are 7 types of adjacency pairs can be found and analyzed in this study. They are question-unexpected answer, request-refusal, complaint-denial, telling-refusal, assessment-disagreement, blame-admission, and apology-refusal.

1. Question-Unexpected Answer

0:24:54 - 0:24:58

Jake Sully : "You wanted to see me, Colonel?" (FPP)

Colonel M. Quaritch : "This low gravity will make you soft." (SPP)

This utterance involved the conversation between Jake Sully and Colonel M. Quaritch when they talked to each other for the first time. Quaritch was a Resources Development Administration (RDA) security commander, serving as the chief of security on Pandora. In that meeting, Jake asked a question to Quaritch by asking "You wanted to

see me, Colonel?” as the first pair part, and Quaritch gave an unexpected answer by saying “This low gravity will make you soft.” as the second pair part. The second pair part did not give a direct answer, and he just gave unrelated answer to the question asked by the first pair part. It is analyzed as belonging to the dis-preferred response format.

2. Request-Refusal

01:42:36 - 01:42:37

Jake Sully : “I can talk to them.” (FPP)

Tsu'tey : “No more talk.” (SPP)

In this conversation, the utterance happened between Jake Sully and Tsu'tey when they were still in fighting. Jake tried to tell him the truth, and he asked a request that he could talk to the sky people about the attack to the Hometree of Pandora. Jake said “I can talk to them.” as the first pair part. Although Jake did not ask a direct request of his utterance, it is considered as request because Jake requested something like permission in order the situation was not getting worse especially to the people and forest, not telling an information or telling an order to someone. Tsu'tey refused his request by saying “No more talk.” as the second pair part, and it is analyzed as belonging to the format of the dis-preferred response.

3. Complaint-Denial

0:16:27 - 0:16:38

Dr. Grace Augustine : “Parker, you know, I used to think it was benign neglect, but now I see that you're intentionally screwing me.” (FPP)

Parker Selfridge : “Grace, you know, I enjoy your little talks.” (SPP)

In this conversation, this utterance happened between Dr. Grace Augustine and Parker Selfridge when Grace was coming to his place because she was a little bit angry with his decision without asking permission or doing consultation to Grace. At that time, Grace complained to Parker, and she said “Parker, you know, I used to think it was benign neglect, but now I see that you're intentionally screwing me.” as the first pair part. Parker denied her complaint by saying another statement “Grace, you know, I enjoy your little talks.” as the second pair part. It is analyzed as belonging to the format of the dis-preferred response.

4. Telling-Refusal

0:21:28 - 0:21:32

Dr. Max Patel : “Jake! Listen to me. You're not used to your avatar body. This is dangerous.” (FPP)

Jake Sully : “This is great.” (SPP)

This utterance happened when Jake Sully used his avatar body for the first time. He was very happy, but the people in the room were panic because Jake did not want to stay calm in the room. Then Dr. Max Patel tried to tell him something important that it was dangerous. Max told Jake by saying “Jake! Listen to me. You're not used to your avatar body. This is dangerous.” as the first pair part. It is considered as telling because Max told an important thing or an information to him. Jake refused that information by saying “This is great.” as the second pair part, and it is concluded as the dis-preferred response format.

5. Assessment-Disagreement

0:13:18 - 0:13:25

Jake Sully : “Looks like him.” (FPP)

Dr. Norm Spellman : “No, it looks like you. This is your avatar now, Jake.” (SPP)

This utterance involved the conversation between Jake Sully and Dr. Norm Spellman in the bio-lab. They saw one of the avatar bodies and Jake thought that the body seemed like his brother. Jake gave an assessment by saying “Looks like him.” as the first pair part. Norm did not agree with Jake's assessment and he thought that the body seemed like Jake Sully. Norm responded by saying “No, it looks like you.” as the second pair part. It means that the utterance said by the second pair part is concluded as the dis-preferred response format.

6. Blame-Admission

0:32:34 - 0:32:39

Dr. Grace Augustine : “Norm, you've contaminated the sample with your saliva.” (FPP)

Dr. Norm Spellman : “Right.” (SPP)

This utterance involved the conversation between Dr. Grace Augustine and Dr. Norm Spellman when they still took a sample in the forest. Grace blamed to Norm because he had contaminated the sample. Grace said “Norm, you've contaminated the sample with your saliva.” as the first pair part, and Norm admitted that by saying “Right.” as the second pair part. It is categorized as the format of the dis-preferred response.

7. Apology-Refusal

02:00:21 - 02:00:32

Jake Sully : “I'm sorry. I'm sorry.” (FPP)

Neytiri : “Get away. Get away! Get away from here! Never come back!” (SPP)

In this conversation, the utterance happened between Jake Sully and Neytiri when he tried to comfort Neytiri because the Na'vi and the Hometree were attacked by the sky people, and at that time, her father who is Eytukan also died. Jake felt sad and he asked an apology to Neytiri. He said “I'm sorry. I'm sorry.” as the first pair part, and Neytiri refused him angrily by saying “Get away. Get away! Get away from here! Never come back!” as the second pair part. The response can be thought of following the dis-preferred response format.

3.2 Simple Statistics of Types of adjacency Pairs

This study of adjacency pairs in Avatar movie provides simple statistics of types of adjacency pairs in order it can be understood easier based on the problems of the study have been analyzed. The simple statistics are divided into some parts, they are simple statistics of types of adjacency pairs, types of adjacency pairs of the preferred responses, and types of adjacency pairs of the dis-preferred responses.

3.2.1 Types of Adjacency Pairs

No.	Types of Adjacency Pairs	Total of Data Founding
1.	Question-Answer	29
2.	Greeting-Greeting	4

3.	Offer-Acceptance	2
4.	Thanking-Response	1
5.	Request-Acceptance	8
6.	Summons-Answer	2
7.	Telling-Acceptance	20
8.	Assessment-Agreement	5
9.	Blame-Denial	2
10.	Question-Unexpected Answer	5
11.	Request-Refusal	1
12.	Complaint-Denial	3
13.	Telling-Refusal	10
14.	Assessment-Disagreement	2
15.	Blame-Admission	2
16.	Apology-Refusal	1
Total		97

In the table, it can be seen that there are 16 types of adjacency pairs in conversation used between characters in Avatar movie. In total, there are 97 data of conversation of adjacency pairs found in the movie, and resulting in minimal 1 data of each type of adjacency pairs. The most types of adjacency pairs found in conversation used between characters in Avatar movie are the type of question-answer as many as 29 data. Then, the type of telling-acceptance is 20 data, telling-refusal is 10 data, and request-acceptance is 8 data. The least types found in the movie are the type of thanking-response, request-refusal, and apology-refusal. Each of them consists of 1 data. The other types of adjacency pairs have average amounts, they are the type of assessment-agreement and question-unexpected answer are both 5 data, the type of greeting-greeting is 4 data, complaint-denial is 3 data, and each of type of offer-acceptance, summons-answer, blame-denial, assessment-disagreement, and blame-admission are 2 data.

3.2.2 Preferred Responses of Types of Adjacency Pairs

No.	Types of Adjacency Pairs (Preferred Response)	Total of Data Founding
1.	Question-Answer	29
2.	Greeting-Greeting	4
3.	Offer-Acceptance	2
4.	Thanking-Response	1

5.	Request-Acceptance	8
6.	Summons-Answer	2
7.	Telling-Acceptance	20
8.	Assessment-Agreement	5
9.	Blame-Denial	2
Total		73

In the table, there are 9 types of adjacency pairs determined as the preferred responses in conversation used between characters in Avatar movie. There are a total of 73 data of adjacency pairs as the format of the preferred responses. The most types of adjacency pairs found and categorized as the preferred responses are the type of question-answer as many as 29 data. The least types are the type of thanking-response. There is only 1 data of thanking-response found in conversation used between characters in Avatar movie.

3.2.3 Dis-Preferred Responses of Types of Adjacency Pairs

No.	Types of Adjacency Pairs (Dis-Preferred Responses)	Total of Data Founding
1.	Question-Unexpected Answer	5
2.	Request-Refusal	1
3.	Complaint-Denial	3
4.	Telling-Refusal	10
5.	Assessment-Disagreement	2
6.	Blame-Admission	2
7.	Apology-Refusal	1
Total		24

In this table, there are 7 types of adjacency pairs determined as the format of the dis-preferred responses. There are a total of 24 data of the dis-preferred responses of adjacency pairs in conversation used between characters in Avatar movie. The most types of adjacency pairs found and determined as the dis-preferred responses are the type of telling-refusal as many as 10 data. The least types are the type of request-refusal and the type of apology refusal. Each of them is only 1 data found in conversation used between characters in Avatar movie.

IV. CONCLUSIONS

After analyzing the data of adjacency pairs in conversation used between characters in Avatar movie, there are some points presented as the conclusions of this study. As explained above, this study is aimed to find out the types of adjacency pairs, and to know the preferred and dis-

preferred responses of adjacency pairs which are used between characters in Avatar movie.

In this study, there are a total of 16 types of adjacency pairs found in conversation used between characters in Avatar movie. Those types are divided into two parts, they are preferred responses and dis-preferred responses of adjacency pairs of the second pair parts. In preferred responses, there are 9 types of adjacency pairs, they are question-answer, greeting-greeting, offer-acceptance, thanking-response, request-acceptance, summons-answer, telling-acceptance, assessment-agreement, and blame-denial. In dis-preferred response, there are 7 types of adjacency pairs, they are question-unexpected answer, request-refusal, complaint-denial, telling-refusal, assessment-disagreement, blame-admission, and apology-refusal.

There are 73 data of the preferred responses, and 24 data of the dis-preferred responses of adjacency pairs of the second pair part found in the movie. It means that it is in total 97 data of types of adjacency pairs found in conversation used between characters in Avatar movie. The four most types of adjacency pairs found in the movie of this study are the types of question-answer (29 data), telling-acceptance (20 data), telling-refusal (10 data), and request-acceptance (8 data). Then, the three least types of adjacency pairs found in the movie are the types of thanking-response, request-refusal, and apology-refusal. Each of them is only 1 data found in the movie of this study.

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