

# CHAPTER I

## INTRODUCTION

This chapter is an introductory section of the research, discussing the background of the research, research question, research objectives, research significance, clarification of key terms and organization of writing.

### 1.1. Background of The Research

Linguistics describe language rule in order to analyze human communication as Dostert proposed that, It is generally a descriptive discipline rather than a prescriptive one, which means that linguists do not lay down hard and fast rules about how to use a certain language, but rather concentrate on describing the rules which (especially native) speakers seem to have internalised (Dostert, 2009).

Linguistics divided into two type, macrolinguistics and microlinguistics.

Microlinguistics such as morphology, pragmatics, semantics and syntax.

Macrolinguistics such as sociolinguistics, neurolinguistics and psycholinguistics.

This research use psycholinguistics theory and its study about gesture.

Psycholinguistics is a study of human behavior and mental in language use as Warren conveys that, the study of the mental representations and processes involved in language use, including production, comprehension, and storage of spoken and written language (Warren, 2013). One of psycholinguistics subject is about Gesture. A Gesture is an activity, a movement and a product of human's

energy. It describes meaning from human body from head to toe, as Chare and Watkins stated that,

Human gestures occur as a result of particular movements of the body, of the face (such as rolling the eyes, winking), the neck (nodding, shaking the head), the hands (the V sign, waving), the shoulders (shrugging), the knees (genuflecting), the torso (bowing, turning your back on someone), the buttocks (mooning, twerking) or combinations thereof (Chare & Watkins, 2015).

The hands move while someone does speech in front of the class or little girl nod for an ice cream means something more than just act. Yet, in this research gesture which has been mention about is not from real human but fiction or myth in Rolland Barthes term. An actor in a movie do gesture to fulfill a script, not real act but false act but still there are connections between actor's thought and gesture.

As non-verbal communication gesture conveys conceptual communication between actor and viewer. Gesture in a movie also a language performed by actor's choices from his body, in the novel writer write down some features or word which describing a character is doing something for the reader to understand that. Gesture in fiction, such as in a movie can be understood as a signifier of signified thing.

A Movie is a product of modernity. As a popular literature, movie or film captures human's social life to a motion picture. Films themselves can tell something about their audiences (Gunning, 2002). Movie can show history, animal being and so on more than just a text, but movie or film depends on complex technology, without technology such as camera, lightning movie cannot exist. Muller argued that Unlike literature, film can use lightning music, and

camera angles as tools with which to tell a story (Muller, 2006). There are six elements of a movie, such as a story, genre, camera shots, composition and movement, editing and transition, scene and soundtrack. Horror is one of movie genre which draw out researcher's attention. The horror movie is the topic of this research. The reason is horror movie as a popular literature brought fear for the audience. Human fear ident with something refers to scary and horrible thing such as death, ghost, and blood. The story of death that faced by every human being makes the audience feel terrifying and fall for it. Derry in Windari divided the genre horror in three sub-genre, there are horror of personality, horror of the Armageddon, and horror of demonic (Windari, 2015).

The horror of personality means that face human ordinary character and shape, but in the end, the character has a misterious, black or demonic side of itself. She or he has black side inside of him. *The boy* (2016) is one of this type of horror. The horror of Armageddon means that human fear of the end of the world. Usually, in this type of horror the doomsday caused by monster, alien or natural disaster. *Independents Day* (2016) is one of this type of horror. The last, horror of demonic is the type of horror which caused by the unfamiliar power of something beyond human's ability. The appearance of demonic usually as a ghost, shadow, witch, and satan. *The Ghost Ship* (2002) is one of this type of horror.

*Don't breathe* movie is the horror of personality type. As we know the horror of personality type is subcategory of the horror genre. This type of horror excessive violence thing and the dark side of human personalities who are perfectly human, but possess horrific personalities inside them. *Don't breathe*

movie published in 2016. This is a great horror movie. This movie has 88 minutes play. The genre of this movie is crime, horror and thriller. Directed by Fede Alvarez and written by Fede Alvarez and Rodo Sayagues. This movie won 5 awards and 22 nominations. Rocky is the main character in *Don't breathe* movie. This character is imaged as a woman who always gets falling of fear.

The preview study about human fear has been studied by Wiwin Windari in her thesis entitled *THE HUMAN FEAR OF RACHEL AS THE MAIN CHARACTER IN THE RING MOVIE*. Her study about human fear is very helpful for the researcher. Her thesis published in 2015.

## **1.2. Research Question**

*Don't Breathe* movie script Fede Alvarez made this movie as the best horror movie in 2016. This movie full bring out horror atmosphere to both the viewer and characters in this movie including the thieves in this movie. This movie reversing horror expectation.

In this movie, disability is not for mercy, but it brings out horror to viewer because "The Blind Man" character is not only capable of defending himself, but of hunting them down one by one and the thieves terrified by him. In The Blind Man's basement, the thieves discover that he is hiding more than money.

"The Blind Man" presents a negative view of disability. This movie certainly describe "The Blind Man" as a monster, he chases the thieves through his house by his super hearing. The blind man is a monster, a victim and a villain at the same time. It makes Rocky as one of the thieves as a screaming queen. She was

not able to breathe even just for second because she wants to hide her presence.

Her fear feeling to “The Blind Man” made gestures as a signifier.

The problems in previous are formulated into question:

- a. which gestures represent fear?

### **1.3. Research Objectives**

The objective of this research is:

- a. to identify which gesture that represent fear

### **1.4. Research Significance**

Theoretically, this research is to enrich the literary and linguistics understanding in terms of psycholinguistics and semiotics aspects.

Practically, this research is to additional references for the reader and other researchers in comprehending contain movie that has semiotics, psycholinguistics, and gesture subject.

### **1.5. Clarification of Key Terms**

To analyze the research, the researcher use theory of gesture, representation, and semiotic of Rolland Barthes to support the understanding of human fear. The following terms used in this research to avoid misunderstanding of definition in this research.

#### **a. Gesture**

Gesture is a movement of part of the body, especially a hand or the head, to express an idea or meaning. Gesture are symbols, symbols that exhibit meanings

in their own right (McNeill, 1994). Gesture usually takes place with spoken language.

#### **b. Fear**

Fear is an unpleasant emotion caused by the threat of danger, pain, or harm. Fear also is an emotion aroused by impending danger, evil, pain, object and so on, whether the threat is real or imagined, the feeling or condition of being afraid. Adolphs stated that fear is an intervening variable between sets of context-dependent stimuli and suites of behavioral response (Adolphs, 2013).

#### **c. Movie**

A cinema film. A motion picture that tell a story. It created by camera and series of photo, played by projector. Film is perhaps more like these records of daily life than it is like the documents that record great events (Gunning, 2002).

#### **d. Representation**

The action of speaking or acting on behalf of someone or the state of being so represented. Representation is also the use of signs that stand in for and take the place of something else. Representation also suggest a process whereby a pre-existing given, whether it be a physical object or philosophical abstraction, is translated so that it can be comprehended and experienced by a recipient, an observer, an audience Geraghty in Umeogu (Umeogu & Ifeoma, 2012).

#### **e. Semiotics**

Semiotics is a study of signs and symbols used for interpretation or representation. Semiotic is study about sign, codes, index and myth used in social

life. Semiotics can best be defined as a science dedicated to the study of the production of meaning in society (Elam, 1987).

### **1.6. Organization of Writing**

This thesis is divided into five chapters as follows:

- Chapter I : This chapter provides the introduction consist of background, research problems, research objectives, research significant and definition of key terms.
- Chapter II : This chapter provides the theoretical framework which used in this thesis. This chapter consist of theory of gesture, theory of semiotics and theory gesture in movie.
- Chapter III : This chapter provides the research methodology used in this thesis. This chapter consist of research design, sample of data, source of data, technique of collecting data, technique of alaying data and organization of writing.
- Chapter IV : This chapter provides analysis, findings which answer research problems.
- Chapter V : This chapter provides conclusion and suggestion as the final result.