

ABSTRACT

Ilman Fauzi Nurilfikri. 1195030109. Turn Taking between Streamer and Audience in Tower Defense Strategy Games Arknights. Undergraduate Thesis. State Islamic University of Sunan Gunung Djati Bandung. Advisors: Dian Nurrachman, S.S., M.Pd. Advisor & Agry Pramita, M.Hum.

This Study pertains the field of Pragmatics, namely the sub theory in regards with how does Turn – Taking formed and what is Turn – Taking. Object of Study were livestreams between Streamer and their Audience and how does they interacted with Turn – Taking system. The Study also corroborate regarding the issue of Turn – Taking upon Streamers and Audiences significances. The study yielded 86 data for research. Primary theory would be that of Stenström (1994) Taking the turn of which 72 data has been collected, then Holding the Turn with 9 data, and lastly yielding the turn with 5 data. These data further divided into 36 Streamers Turn – Taking and 48 Audiences Turn – taking significance. Research had yielded several findings in regards to Turn – Taking where the Streamer and Audience influenced one another in a proportionally active and reactive manner. Audience had a noticeable level of influence on Turn – Taking and the Streamer had shown more hold in keeping their turn as flexible as possible.

Keywords: Turn – Taking, Streamer, Audience, Communication, Significance.



ABSTRAK

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Kajian ini berkaitan dengan bidang Pragmatik, lebih tepatnya sub teori tentang bagaimana Turn – Taking terbentuk dan apa itu Turn – Taking. Objek Studi adalah streaming langsung antara Streamer dan Audiensnya dan bagaimana mereka berinteraksi dengan sistem Turn – Taking. Studi ini juga memperkiat pengertian mengenai pentingnya Turn – Taking pada Streamer dan Penonton. Penelitian tersebut menghasilkan 86 data untuk penelitian. Teori primernya adalah teori Stenström (1994) Mengambil Giliran mendapatkan data sejumlah 72 data, kemudian Memegang Giliran dengan 9 data, dan terakhir Menyerahkan Giliran dengan 5 data. Data ini selanjutnya dibagi menjadi 36 data giliran Streamer dan 48 giliran penonton mengenai makna Turn - Taking. Penelitian telah menghasilkan beberapa temuan sehubungan dengan Turn – Taking dimana Streamer dan Penonton saling mempengaruhi satu sama lain secara aktif dan reaktif secara proporsional. Penonton memiliki tingkat pengaruh yang nyata pada Pengambilan Giliran dan Streamer telah menunjukkan lebih banyak pengaruh dalam mengatur agar giliran mereka sefleksibel mungkin.

Keywords: Turn – Taking, Streamer, Penonton, Komunikasi, Makna.