THE FUNCTIONS OF ENDING GAMBITS
IN LARRY KING LIVE PROGRAMS
IN CNN TELEVISION CHANNEL

A Thesis

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ABSTRAK

Penulis membahas tentang keragaman bentuk dan fungsi suatu konstruksi yang digunakan untuk mengakhiri suatu percakapan (*ending gambit*) yang biasa terdapat dalam setiap percakapan. Data diambil dari percakapan para penutur asli di siaran CNN Television Channel (Larry King Live Programs).

Pada tahap pengumpulan data, penulis menggunakan metode observasi tanpa ikut terlibat untuk mengamati dan mendengarkan dengan seksama serta merekam percakapan tersebut. Kemudian hasil rekaman itu dipindahkan dalam bentuk transkrip untuk mendapatkan hasil dalam bentuk kalimat atau kata-kata. Data yang telah terkumpul diseleksi dan penulis mengambil 15 data yang dipilih secara acak untuk mengaplikasikan keragaman bentuk atau pemakaian *gambit* akhir (*ending gambit*) yang muncul dalam percakapan itu. Sedangkan pada tahap analisis data, penulis menggunakan metode qualitative.

Hasil penelitian menunjukkan bahwa dalam pemakaian *gambit* akhir (*ending gambit*) yang ditemukan di dalam analisis data, terdapat keragaman bentuk pengganti dari *gambit* akhir (*ending gambit*) atau bentuk lain dari *gambit* akhir yang disertai dengan fungsi yang sesuai dengan ke 4 fungsi *gambit* seperti yang diajukan oleh Keller, yaitu; *semantic frame, the signaling of social context, state of consciousness signals* dan *communicative control signals. Gambit* akhir (*ending gambit*) tersebut merupakan bentuk lain yang diucapkan oleh penutur asli secara spontan, namun memiliki kesamaan makna dengan pola bentuk aslinya. Akan tetapi juga ditemukan bahwa adanya kecenderungan yang dilakukan oleh para penutur asli dalam pemakaian *gambit* akhir (*ending gambit*), untuk menggunakan pola umum atau pola asli dalam percakapan tersebut.

CHAPTER 1

INTRODUCTION

1.1   The Background of the Study

Human beings cannot lead their lives without language. Whatever people do, they need to talk. They talk to their family members, to their friends, to their teachers and other people. To understand people around us even around the world, we have to understand the language they use (Fromkin, in *An Introduction to Language*, 1990:3).

Most of human beings spend the time even a large part of their live for communication or talking among them by using language in conversation form because it is the most significant thing to do social interaction. In other words, in conversation, speakers deliver their opinions, ideas, and feelings, while the listeners try to identify the messages.

Realized or not, the speakers use some strategies in doing communication. The strategy here refers to the way of doing

conversation. Very often, in doing conversation, the speakers do not come directly to the main point. This makes the listeners unable to pick up the indirect message.

Therefore, they often apply particular strategies by using certain utterances according to the purposes. They are strategy to begin conversation, strategy to change the topic, strategy to stop the conversation earlier, or to interrupt. If the speaker wants to return the topic, they use forms as follows:

1) *to get back to*

2) *going back to, or*

3) *in any case*

On the other hand, to take a turn, they use forms as follow:

4) *may I interrupt you for a moment?*

5) *I'd like to say something, or*

6) *I have something to say on that too*

While another strategy to end, to close, even to stop a conversation is to excuse yourself (Matreyek, in *Communicating in English: Examples and* Models, p.5). They use the form as follows:

CHAPTER 4

CONCLUSION

After analyzing the data, the writer found that there are fifteen ending gambits are used as a strategic move in a conversation. Those strategic moves are identified as: the way to change the topic, the way to have a turn, the way to close or even to stop a conversation early.

In addition, ending gambit is used when the speakers are ready to checkmate or even to close, and to stop a conversation early for many reasons. Besides, the speakers in the Larry King Live Program use the form of ending gambits when cutting the conversation such as; *thank you, but, well, I think, by the way, ok, sorry,* etc. those ending gambits are relevant with the four function of it.

Shortly, the functions of using ending gambit here is, first is as semantic framing. This function, whereby the speaker delimits the type of discourse he is choosing; question, and answer. Therefore, in

the data, the writer just found the ending gambits in the question form only.

The second function is as signals social context. This function signals the speaker's special role status, or his claim to such a status. This is including turn-taking signals. The social context here means the social relationship among the speakers and the hearers.

The third function is state of consciousness signals. It means that the gambit which is indicate a persons readiness to receive new information, opinions, and emotions. The last function is communicative control signals. The ending gambits used to indicate that the speaker readiness to do, say, thinks and the like.

On the other hand, it is found that the speakers only use a little bit of the common form of ending gambits. The reason is that most of the speakers make their own form of ending gambit which functions as the other forms of it.

Moreover, the writer finds out that most of the speakers tend to use the ending gambit in a question form as alternative to stop or to move the topic in a conversation. They are:

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