

CHAPTER III

METHOD OF THE STUDY

In this chapter the writer elaborates the type of research, source of the data, technique of collecting the data and the technique of analyzing the data.

3.1. Research Approach

This study is conducted by using descriptive qualitative approach because there are no calculations in analyzing the data. According to Creswell (2003), qualitative research is descriptive methods in which the researcher is interested in processing, finding meanings and understands through words or picture. The descriptive qualitative approach is applied to describe and interpret the movie scripts. As stated by Moleong (1990) that qualitative research is when the data are form of written or oral word descriptively analyzed. Descriptive qualitative method is a research that is not presented in digits or statistic but it yields the data and the result in the form of description (Bogdan, 1990).

Due to the purpose of this study which is going to be investigated the interjections which are used in the movie and the data is a form of words and no calculation in analyzing the data, the qualitative approach is appropriate for this study.

3.2. Source of the data

In this study, the writer analyzed the interjections uttered by the characters in *Monster University* movie. The primary source of the data was the interjections which are uttered by the characters in "*Monster University*" movie.

The secondary source of the data is the original script of the movie. The writer use the secondary source of the data is to ease the data analysis and in order to gain the valid data.

3.3. Technique of Data Collection

The first step to collect the data, the writer searched the movie, and got the movie from copying the movie from the writer's friend. After that, the writer watched "Monster University" movie repeatedly in order to observe the language. Next, the writer downloaded the original script of "Monster University" movie as secondary source of the data in this study, and then matched the script with the original movie.

Secondly, in order to ease the analysis, the data are divided into six segments. The first segment consists of 1-15 minutes. The second segments, it started from 16-30 minutes. The third segments it starts from 31-45 minutes. Segment four, it started from 46-60 minutes. Segment five, it started from 61-75 minutes. And the last segments it starts from 75 until the end of the movie.

3.4. Technique of Data Analysis

The steps in analyzing the data, first, to answer the first statement of the problems the writer looked for interjections on each segment.

The next step is classifying the interjections that are found in each segment of the movie into each type of interjections. According to Ameka (1992), there are two types of interjection, primary interjection and secondary interjection.

After answering two of three statements of the problems, the last steps in analyzing the data is identifying and classifying the function of interjections,

Ameka (1992) stated that there are three function of interjection, those are expressive function, conative function, and phatic function. To find the type of each function it was also helped by the face expression and the intonation used by the speaker. Finally the writer made a conclusion based on the result of the data analysis.

3.5. Monster University

Monster University is a 2013 American 3D computer-animated film produced by Pixar Animation Studios, directed by Dan Scanlon and released by Walt Disney Pictures. As stated by Chen (2013), this movie received positive reviews and was a succesful box office movie. It gained about \$743 million with estimated budget about \$200 million. *Monster University* tells the story of two main monsters, Mike and Sulley, and their time studying at college in which they are become rival at first an then become best friends slowly. Chen (2013) also clearly stated that the character and themes of *Monster University* movie ultimately emphasize friendship, teamwork, and perseverance to overcome people fears.

From the movie that have been watched by the writer, the writer makes a short synopsis that the story is about Michael Wazowski or “Mike”, he is a six-year old monster, who visits Monsters University on a school trip, it is a scaring university. After arrived in *Monster University*, in the class met Frank McCay, an employee of the company who worked as a scarer, he was entering the human world to scare children at night and count their screams as energy to power the monster world. Mike watched it and dreamt of being a scarer when he grown up.

After eleven years later, Mike becomes one of the students in Monsters University. On his first day, he meets his new roommate, Randall "Randy" Boggs, a nerd monster that can be invisible. During the first class of the scaring program, Mike always answer a question, but he is interrupted by another scaring student, a large blue monster named James Sullivan "Sulley". From that, Mike and Sulley become rivals. At the final exam, they rival causes Hardscrabble to fail them both and dropping them from the program, because they both make a mess in the classroom.

Dissatisfied in his boring new lesson, Mike decides to prove himself by entering the Scare Games, it is an extracurricular scaring competition. He makes a team in order to can join the games, but the member of the team needs one person to join them, Sulley suddenly comes and he wants to become a member of Mike's team. With a heavy heart, Mike agrees. The name of Mike's team is Oozma Kappa. Mike is very enthusiastic, because of his motivation, he believes that Oozma Kappa becomes the winner of the competition.

In the first round of the competition, Mike's team fails the first round but luckily another team is disqualified, so Oozma Kappa could follow the next round. The last-placing team in each round of the Games being eliminated from the competition, because of this Mike decides to coach all of the members of Oozma Kappa team. The coaching success brings the Oozma Kappa into the final of the competition.

In the final of the competition, the last-placing team in this round of the Games being will be a loser. In the final round, the challenge is make a human

scare. In this round, Sulley knows that Mike is not scaring, because Sulley does not want Mike disappointed, Sulley manipulated the tools to make Mike's score high and the team can be the winner of the competition. After the team wins the final round, Mike discovers that Sulley manipulated the equipment to improve Mike's score. Mike is disappointed and wants to prove that he is a scarer, so he breaks into the school's door lab and enters a door to the human world, but discovers that the door leads Mike to a summer camp and he is unable to scare a lot of children. Realizing what happened, Sulley enters the door to look for Mike. Mike realizes that the only way to get back into the monster world is to generate enough scream energy to power the door from their side. Working together, Sulley and Mike attack the human world. And finally they could attack the human world together and come back to the door's lab.

Hardscrabble tells them they are the first to have surprised her, and was forgiving Sulley when he cheated at the final competition. She was impressed with their performance when they are in the school's door lab.

And finally Mike and Sulley work at Monsters University, they work their way up through the company.

CHAPTER IV

RESEARCH FINDING AND

DISCUSSION