CHAPTER II

LITERATURE REVIEW

This chapter discussed the documents and theories related to the topic of the research.

2.1.   Conversation Analysis

Conversation Analysis (commonly abbreviated as CA) is an approach for investigating the structure and process of social interaction between humans. It focuses primarily on talk, but integrates also the nonverbal aspects of interaction in its research design (Peräkylä, 2007). CA analyses spoken data (talks) in the forms of video or audio recordings which occur naturally in the occurring interaction. CA studies yield descriptions of recurrent structures and practices of social interaction (Peräkylä, 2007). CA was developed by Harvey Sacks in association with Emanuel Schegloff and Gail Jefferson, which emerged with the perspectives of ethnomethodology developed by Harold Garfinkel and Erving Goffman's conception of the interaction order (Packer, 1999).

There are some components in CA, and it may be different in one journal to another, these components below were taken from different sources in order to complete each other.

There are three basic features of CA (Peräkylä, 2007):

a)   They focus on action

b)   The structures of which they seek to explicate

c)   They investigate the achievement of intersubjective understanding

There are seven conversation structure based of CA: turn-taking system, adjacency pairs, sequence organization, silence, overlaps, preferred organization, and repair organization.

2.2.   Turn-taking System

Of course there is more than one person involved in a conversation, and the problems here are: How long one person should talk? When will be the other person's turn? people tend to think the answer is very simple, wait the speaker to stop, and then talk. But in fact, the gaps between turns are generally too short (Packer, 1999). It is clear that all participants in a conversation should respect the other by knowing when to share turns. To make the rules of turn-taking clearer, the turn-taking system consists of two components which have each role in determining the turn:

2.2.1.   Turn-construction

The turn constructional component describes basic units out of which turns are fashioned. These basic units are known as *Turn Construction Unit* or TCUs. Unit types include: lexical, clausal, phrasal, and sentential. Usually, the end of someone's sentence could be recognized from the change in the pitch or volume, the end of a syntactic unit of language, a momentary silence, or some sort of body motion. Those signs are called TRP (Transition Relevance Place) in CA.

2.2.2. Turn-allocational

In CA, Sacks et al. (1974) suggest some techniques to organize the interaction between the participants in a conversation. The turn-allocational component describes how participants organize their interaction by distributing turns to speakers. Turn-allocational techniques are distributed into two groups: (a) those in which next turn is allocated by current speaker selecting a next speaker; and (b) those in which a next turn is allocated by self-selection (Sacks, Schegloff, & Jefferson, 1978).

At a *transition relevance place* (TRP), a set of rules apply in quick succession so that turns are allocated instantly:

1.   Current speaker selects next speaker: this can be done by the use of addressing terms (e.g. names), initiating action with gaze, initiating action that limits the potential eligible respondents and the availability of environmental cues (e.g. requesting the passing of salt in a situation where only a particular person is sitting close to the salt).

2.   Next speaker self-selects: when there is no apparent addressee and potential respondents, one might self-select to continue the conversation. This can be done by *overlapping*, using *turn-entry devices* such as "well" or "you know"; and *recycled turn beginning*, which is a practice that involves repeating the part of a turn beginning that gets absorbed in an overlap.

3. Current speaker continues: If no one takes up the conversation, the original speaker may again speak to provide further information to aid the continuation of the conversation. This can be done by adding an increment, which is a grammatically fitted continuation of an already completed *turn construction unit* (TCU). Alternatively, the speaker can choose to start a new TCU, usually to offer clarification or to start a new topic (Packer, 1999).

From the work done by Sacks, Schegloff, and Jefferson, they conclude that turn-taking seems a basic of organization for conversation, and they found out fourteen facts as stated in their work: (1)Speaker change recurs, or at least occurs, (2)Overwhelmingly, one party talks at a time, (3)Occurrences of more than one speaker at a time are common but brief, (4)Transitions (from one turn to a next) with no gap and no overlap are common, (5)Together with transitions characterized by slight gap or overlap, they make up the vast majority of transitions, (6)Turn order is not fixed, but varies, (7)Turn size is not fixed, but varies, (8)Length of conversation is not specified in advance, (9)What parties say is not specified in advance, (10)Number of parties can vary, (11)Relative distribution of turns is not specified in advance, (12)Turn- allocation techniques are obviously used, (13)A current speaker (as when he addresses a question to another party), or parties may self-select in starting to talk, talk can be continuous or

discontinuous, (14)Various turn-constructional units are employed e.g., turns can be projectedly 'one word long' or can be sentential in length. Repair mechanisms exist for dealing with turn-taking errors and violations; for example if two parties find themselves talking at the same time, one of them will stop prematurely, thus repairing the trouble. (Sacks, Schegloff, & Jefferson, 1978)

2.3.   Adjacency Pairs

Conversations tend to occur in responsive pairs; an adjacency pair is composed of two utterances by two speakers, one after the other. Adjacency pairs divide utterance types into 'first pair parts' and 'second pair parts' to form a 'pair type'. There are several types of adjacency pairs including questions-answers, offer / invite-acceptance / refusal, assessment-agreement / disagreement, blame-denial/admission and compliment-response. (Schegloff & Sacks:1973). In a conversation, adjacency pairs occurred as a form of turn-taking. For example, in question-answer pairs, at first the turn belongs to the participant that asking a question, after that the other participant who answer the question take turns to speak and state the answer.

2.4.   Sequence Organization

A sequence is an ordered series of turns through which participants accomplish and coordinate an interactional activity (Mazeland, 2006). There are many examples of sequences, such as a question followed by an answer, or

criticism and the reply to it. Mazeland stated when a recipient of a turn at talk hears the speaker's utterance as the first part of a particular type of adjacency pair, the appropriate thing to do next is to deliver an utterance that may count as the second part of the same pair (Mazeland, 2006). In sequence organization, there are three sequences divided based on the time of its occurrence; there are pre-sequence, insertion sequence, and post-sequence. Explanation of each sequences presented below:

2.4.1. Pre-Sequence

A pre-sequence occurs when some preliminary action is taken before initiating the first part of an adjacency pair, and the preliminary action itself involves an adjacency pair (Packer, 1999). For example, when people making a request, it mostly makes sense to check whether the other person has the item one wants. This sequence mostly occurred when people going to borrow or buy something, they would ask about the item they wants first; like when they ask to borrow something through telephone first to check the item's availability so they could ask another person immediately and not wasting time come to that other person and come back home empty-handed.

2.4.2. Insertion Sequence

Insertion sequences refer to an adjacency pair that comes between the FPP and SPP of the base adjacency pair; a situation when the person towards whom the first part of an adjacency pair has been directed may want to undertake some preliminary action before

responding with the second part, and a request for clarification by the recipient will take place after the first pair part, but before the second pair part (Packer, 1999). Insert expansions interrupt the activity under way, but are still relevant to that action. In this sequence, most of the cases are one of the participants talk for a while continuing his/her purpose and in the middle of it just realized to ask the other participants to confirm.

2.4.3. Post-Sequence

Post-sequence is a turn or an adjacency pair that comes after, but still tied to, the base adjacency pair. There are two types: minimal and non-minimal. Minimal expansion is also termed *sequence closing thirds*, because it is a single turn after the base SPP (hence *third*) that does not project any further talk beyond their turn (hence *closing*). As the name implies, this sequence occurred after the pairs in the conversation.

2.5. Silence

There are three possible types of silence in a conversation which depend on where the silence occurs in a conversation, and its location in the conversational structure:

2.5.1. Gap: a gap is silence at the TRP when the current speaker has stopped talking without selecting the next speaker, and there is a

brief silence before the next speaker self-selects. A gap does "not" belong to anyone.

2.5.2. Lapse: a lapse is silence when no next speaker is selected, and no-one self-selects: the conversation comes to an end for at least a moment. It may seem similar to gap, but both can be distinguished from one another only in retrospect.

2.5.3. Pause: a pause is silence when the current speaker has selected the next speaker and stopped talking, but the next speaker is silent. A pause is also silence that occurs within participant's turn before a TRP is reached. A pause "belongs" to the person currently designated speaker.

2.6.   Overlaps

Overlap refers to talk by "more than one at a time", or when two speakers speaking at the same time (Silvia, 2012). Overlaps treated as interruption when the first speaker needs to explain something, but the second speaker interrupts the first speaker's explanation. Overlaps tend to occur between participants with close relationship, especially when both participants expressing similar opinions.

2.7.   Preference Organization

Preference is a phenomenon that occurs when speakers have a choice between two conversational actions, and between the choices, one will typically

be considered more usual more normal than the other. Preference refers to the norms of the intersubjective conversational system (Packer, 1999). Preference organization provides the participants with a subtle and powerful apparatus for making interpretative inferences.

There are many examples of preference organization which mostly happen in answering to a question, accepting or declining an invitation, granting or refusing a request, etc. (Mazeland, 2006). In those situations, participants tend to prefer agreement rather than disagreement in responding the statement. There are signs when the participant will agree or disagree: when someone is agree, the response would be delivered without delay and formulated in frank, concise mode; on the other hand, disagreement are frequently delayed, hesitantly produced, hidden away, and putted in a roundabout way.

To make the explanation above clearer, this table below shows the common adjacency pairs and typical agreement and disagreement second pair parts:

First Pair Parts	Second Pair Parts	
	Agreement	Disagreement
Request	Acceptance	Refusal
Offer/invite	Acceptance	Refusal
Assessment	Agreement	Disagreement
Question	Expected answer	Unexpected answer/no answer
Blame	Denial	Admission

Table 2.1. Common pairs of FPP and SPP

Because people never always agree or accept others' statement, there are some ways to provide disagreement second pair parts:

Delay/hesitate	pause; er; em; ah
Preface	well; oh
Express doubt	I'm not sure; I don't know
Token acceptance	that's great; I'd love to
Apology	I'm sorry; what a pity
Mention obligation	I must do x; I'm expected in y
Appeal for understanding	you see; you know
Make it non-personal	everybody else; out there
Give an account	too much work; no time left
Use mitigation	really; mostly; sort of; kinda
Hedge the negative	I guess not; not possible

Table 2.2. SPP Disagreement form

2.8. Repair Organization

Repair organization describes how parties in conversation deal with problems in speaking, hearing, or understanding. Participants in conversation seek to correct the trouble source by initiating self-repair and a preference for self-repair, the speaker of the trouble source, over other repair. Self-repair initiations can be placed in three locations in relation to the trouble source, in a first turn, a transition space or in a third turn (Sacks, Schegloff, & Jefferson, 1978).

2.9. Talk Show

Talk show is a television or radio programming genre where one person or group of people discusses various topics led by a host. According to Jay Parrent (Parrent, 2003), from the earliest origins of television talk show, its ability to impact society was already remarkable and it grew with various genre and format. Television's growth exploded even before 1947, some of the biggest shows were *Meet the Press*, *Candid Camera*, *The Ed Sullivan Show*,

and the biggest one in the 1940s era was Milton Berle, referred as "America's favorite uncle". (Archive of American Television: TV History).

The 1950s era earned the moniker "The Golden Age of Television", this is the era when live drama programs, comedy, and growth of talk show influencing audiences in many ways (Archive of American Television: TV History). Next, the 1960s was the time when westerns and urban sitcoms flourished. Another format that capitalized on American culture was the talk show. Prime examples include: *The Mike Douglas Show*, *The Phil Donahue Show*, *The 700 Club*, and *The Dick Cavett Show*. (Archive of American Television: TV History).

In the early stage of 1980s era, there were programs that indicating the growth of "trash TV", which featured incendiary guests who would often come to blows in discussions of race, sexual preference, and infidelity (Parrent, 2003). Toward the end of the decade, The Wonder Years became a nostalgic favorite, and the weekly real-life problems of Roseanne began directly competing with Bill Cosby's family dilemmas (Archive of American Television: TV History).

2.10. Culture and Structure in American Talk Shows

The growth of talk shows goes from radio to television and internet. In earlier age, when radio was the only entertainment device, the hosts generally appeared as experts, educating their audiences. The talk programs including public affairs, religion, and housekeeping, even offered the audiences a look

into a more glamorous, exiting world (Hume, 2011). Then during the 1930s, a passive media audience changed quickly to more interactive programs, where the audiences were involved actively.

Further growth in talk show culture was influenced by early game shows on radio and television where the audience involvement was not only talks with the expert guests, but challenges the experts, and shows that an amateur could outshine the experts. Moving forward, Phil Donahue's roving microphone, or roaming through the audience with a mike became every talk show host's standard operating for the next 30 years (Hume, 2011).

The topic in a talk show is really matters. And in some point, the shows would raise taboo topics as public service. Sometimes, the topic may bring controversy, but sometimes the topic would be helpful for some people. Oprah Winfrey for example, had helped raise money for civic causes, particularly those helping the handicapped or those with addiction. But, the success of a show wouldn't last with some controversy. And it is hard to maintain the show's rating when you are out of ideas for topics.

Talk is cheap. Talk shows on radio and television grew rapidly from the 1960s because they were cheap and easy to produce, yet audience appealing. And with today's technology, the profit of talk shows increasing even more. The audiences that were only from one region or country, now comes from around the world. And it even easier with internet, that cheaper and more instantly (Hume, 2011).

Ellen Hume (Hume, 2011) divides the culture in American talk show into three main talk show formats that occurred:

1. The Relationship Show: A talk show about personal relationships, particularly sexual, family, and workplace relationships.

2. Radio's Shock Jocks: A radio host who specializes in shocking, obscene, and irreverent banter.

3. The Anger Show: A talk show on television, radio, or the Internet in which the host deliberately enflames participants to vent their anger at something or someone, especially someone who may be a guest on the program.

Talk show genres in America according to Jason Mittel (Mittel, 2000):

1. Breakfast chat or early morning shows – generally alternate between news summaries, political coverage, feature stories, celebrity interviews, and musical performances. Usually this kind of show watched by people while eating their breakfast with the whole family in the morning.

2. Late morning chat shows – focus on entertainment and lifestyle features. This late morning shows usually watched by housewives that watching television while doing the house chores.

3.   Daytime talk shows – these shows may feature celebrities, political commentators, or "ordinary" people who present unusual or controversial topics.

4.   "Lifestyle" or self-help programs – feature medical practitioners, therapists, counselors, and guests who seek intervention, describe medical or psychological problems, or offer advice.

5.   Late-night talk shows – feature celebrity guests, talking about their work and personal lives as well as their latest projects they'd like to promote to the public.

6.   "Sunday Talk" or political discussion shows – feature elected political figures and candidates for office, commentators, and journalists.

Those genres above basically divided based on the time the shows aired, and the topics of the shows mostly chosen by considering who the audiences of their show. From the explanation above, it is seen that in order to catch the audiences' attention, the shows would give all of it. The topics, the hosts, and the guests invited are important in this industry. Sometimes, for the sake of rating, morals and privacy are gone, replaced with taboo and exposure. And the show's formats are not absolute, because some afternoon programs might have similar structures as late-night shows. The show used in this research could be placed in the fifth genre, the late-night talk shows. The show itself entitled *The Tonight Show Starring Jimmy Fallon* that indicates the time and the host of the show.

2.11.   The Tonight Show Starring Jimmy Fallon

This show is an American hit late-night talk show with Jimmy Fallon as the sixth host which originally premiered on NBC in 1954 as Tonight, hosted by Steve Allen. The show with Fallon as the host premiered on February 17, 2014 and already reached more than 400 episodes on January 2016. Beside the host, this show also stars sidekick and announcer Steve Higgins and house band The Roots. This show aired for 60 minutes per episode, and in its regular episodes, there are three guests in one episode. In other episodes of this show, there would be lip-sync battle, parody, and more. Now *The Tonight Show Starring Jimmy Fallon* already in its second season, and still get high ratings and interesting for the audiences (Weaver, 2014)

2.12.   Previous Related Study

This research described the occurred conversation structures in *The Tonight Show Starring Jimmy Fallon*. There were several previous studies that revealed the explanation of conversation by using the approach of CA. The work of Anssi Peräkylä in Conversation Analysis published in Blackwell Reference Online (Peräkylä, 2007), then the work of Martin Packer in online learning website; Handout 5: Conversation Analysis (Packer, 1999). The researcher also used a dissertation of Janne Carnel (Carnel, 2012) that comparing two talk shows from England and America entitled Aspects of Talk Show Interaction: The Jonathan Ross Show and The Tonight Show with Jay

Leno that mainly focused on the turn-taking system. Beside those works, the researcher also used some books about conversation analysis as references.

And for information related to talk show, the researcher used the works of Ellen Hume on her website; Part II. History: U.S. Talk Shows from Radio to Television and the Internet, and Part III. The Formats and Personalities, those were parts of the article entitled Talk Show Culture (Hume, 2011) which divided into seven parts. Then the work of Jay Parrent in his journal article, entitled Talk Shows, Radio, and Television (Parrent, 2003). And also journal article from Jason Mittel entitled Television Talk Shows and Cultural Hierarchies (Mittel, 2000).