

## **CHAPTER III**

### **METHODS OF THE RESEARCH**

To conduct a research, the writer needs a technique or certain way, which is called method of the study. A method is the main way which is used for achieving the purpose.

#### **3.1 Design of the Research**

Every research should have a planning, so it needs a research design. The research will be fluent and good if it based theories and some knowledge about some matters. It can be defined as a plan of collecting and analysing data economically and harmonically related to the research aim. This research employs the descriptive method to explore the interpersonal meaning in the script movie “Smurf: The Lost Village”.

This research belongs to descriptive analysis since it just collect and analyses the data taken from in the script movie “Smurf: The Lost Village”, then draw a conclusion based on the data without taking into general conclusion (Sutrisno Hadi, 1983: 106).

#### **3.2 Object of the Study**

This research focus on interpersonal meaning and dominant MOOD realized in the movie script “Smurfs: The Lost Village”. As the result, the object of this research is clause in the movie script to be analyzed by researcher.

### **3.3 Data Instruments**

Since the research used the qualitative approach, the key instrument of the research was the researcher herself. As Sugiyono (2008: 222) stated that in qualitative research, the researcher is the key instrument. In addition to this, several step to collect the data were watching the movie and read the script. Then, the researcher choose the clause from the script which be going to analyze in the MOOD system. All those steps were done by the writer. So, here, the writer was the key instrument of this research.

### **3.4 Data Resources**

In this research, the source of the data refers to the object from which the data is obtained (Arikunto, 1993: 137). The data of the study were Smurfs's clause related to the interpersonal meaning. While, the data source of this research was the "Smurfs: The Lost Villages" movie script. The script was taken from the internet. The duration of this movie is 01.29 minutes (one hour and twenty nine minutes).

### **3.5 Technique of Data Collecting**

In collecting data, the writer takes step as follow:

Step 1: Watching the movie

The researcher watched the movie to understand the story, the character, and conversation.

Step 2: Reading the script.

The researcher reading the script of the movie “Smurfs: The lost Village” intensively to understand it better.

Step 3: Choose the clause

The researcher was going to choose the clause from the script to be an object in analysed.

Step 4: Identifying clauses

Identifying clauses of interpersonal meaning in the script movie “Smurf: The Lost Village”.

Step 5: Identifying the interpersonal meaning in the script.

To do this, the writer observed the types of MOOD (Declarative MOOD, Interrogative MOOD, and Imperative MOOD).

### **3.6 Technique of Data Analysis**

In analyzing the data, based on the theory of interpersonal meaning and Mood System page number 5 until number 20, the researcher takes these following steps that:

1. Data Reduction

Find script movie and movie from internet be a data. This data will be analyze in this research.

2. Data Display

Choose and identify the clause from script movie. It is important to choose and identify the data which will be analyze in Mood Systems.

### 3. Conclusion drawing and verification

After data collected and identified, the data will be analyzed in interpersonal meaning using Mood Systems analysis.