

AN ANALYSIS OF GESTURES FOUND IN “A QUIET PLACE” FILM

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First received: 23 February 2020

Final proof received: 30 May 2020

Abstract

This final project presents the analysis of gestures found in “A Quiet Place” film. The main purposes of this research are (1) to find out the kinds of gestures found in “A Quiet Place” film (2) to analyze the function of gesture found in “A Quiet Place” Film. The method of this research is descriptive qualitative research. For collecting the data, the researcher should watch “A Quiet Place” Film. After watching film, the researcher should find out the kinds of gesture in another journal or books then analyzing the kinds of gesture that found in “A Quiet Place” film. The researcher found the kinds of gesture that written by David McNeill and Levy 2005. There are four dimensions of the previous researcher about the kinds of gesture: Iconic, Metaphoric, Deictic, and Beats. That are the kinds of gesture that the researcher will analyze based on the film. The four kinds of gesture is importance for balancing the speakers meaning when they talk, and when the speakers did not allow to speech or using their sounds. Study about gesture is important, as a student of English education the researcher took this subject because it related to cultural understanding and linguistics. The researcher chose “A Quiet Place” film that relating to this research. “A Quiet Place” is an American post-apocalyptic horror film directed by John Krasinski in 2018, who wrote the screenplay with Bryan Woods and Scott Beck. The film stars Krasinski, alongside Emily Blunt, Millicent Simmonds, and Noah Jupe. The plot revolves around a family struggling to survive in a post-apocalyptic world inhabited by blind extraterrestrial creatures with an acute sense of hearing. A Quiet Place premiered at South by Southwest on March 9, 2018, and was released in the United States on April 6, 2018, by Paramount Pictures. This is one of the film which is not having any conversations. The characters are used gestures for communication. The researcher suggested the readers to be more understanding about gesture, and also the researcher suggested the future researcher that another drama or film could be selected to next researcher and they could explain more about this subject because the gestures is not only about non-verbal communication, it is related to another theory of body language..

Keywords: *Analysis, Gestures, A Quiet Place film*

INTRODUCTION

According to Assia (2017), gestures are a way to express feelings and thoughts non-verbally. They can also be used together with words to provide more emphasis. Gestures allow individuals to express a variety of feelings, “from contempt and hostility to approval and affection”. Most gestures are made with the hands, from the thumbs-up sign to the disapproving finger wag. Gestures can be made with other parts of the body as well. The movement of arms and hands, are different from other body language in that they tend to have a far greater association with speech and language. Whilst the rest of the body indicates more general emotional state, gestures can have specific linguistic content. Gestures are elemental components of social communication and aid comprehension of verbal messages; however, little is known about the potential role of gestures in facilitating processing of semantic complexity in an ecologically valid setting.

Communication involves action. It's a process of exchanging ideas, message or information from one individual (the speaker) to another (the receiver) through signs or words (language) that are comprehensible between the two parties. Communication is essential for a community or organization so that their members will be able to work in concert. Communication can flow horizontally, diagonally, downward or upward. In every type and level of a community or organization, communication is needed. It involves a two-way process that has different elements, there are the sender, encoding process, message, channel, the receiver, decoding process, feedback (Day, 2018).

For communication to happen there should be someone to send and another person to receive a particular message. The sender, as well as the receiver, has to

interpret the message to extract its meaning. Messages are conveyed back and forth through feedback. Feedback can be through words or through non-verbal actions like various gestures, sighing, looking away or nodding. The other factors are considered when communicating. The sender or the receiver of the message has to consider the message's context, where the message is given and the possible intervention when the message is sent or received. Situations are different if a person can see or hear the sender of the message, because the receiver can immediately hear the response or see the reactions to the message through emotion, emphasis or tone of voice of the sender (Day, 2018).

Based on Day Translation (2018), in written communication, consideration is given on how the specific characteristics of the text interact with the cognitive facility of the reader to receive the information comprehensively and coherently. Likewise, the interaction of the language with a person's motivation and emotional makeup to persuade or move the reader should be looked into.

Communication is a complex process and involves several variables like situations, different genre, medium and method of delivery. Language, on the other hand, is affected by personal, cultural, institutional and organizational aims. For linguists, it is essential to know how the use of language is affected by social context and how culturally diverse people communicate. Language is a tool that aids in the expression and conveyance of thought and feelings of two individuals. The expression of feelings and thoughts can be sent through sounds, symbols, such as written or spoken words, posture, gesture or signs, wherein the receiver interprets a specific meaning.

For humans, the prime communication medium to convey or exchange emo-

tion, opinion, views or ideas, is language. It gives order, meaning and coherence to abstract and complicated thoughts. Different people living in different communities or localities use distinctly separate languages for communication. Culture was defined earlier as the symbols, language, beliefs, values, and artifacts that are part of any society. As this definition suggests, there are two basic components of culture: ideas and symbols on the one hand and artifacts (material objects) on the other. The first type, called **nonmaterial culture**, includes the values, beliefs, symbols, and language that define a society.

According to (Axtell, 1998) Every culture is filled with symbols, or things that stand for something else and that often evoke various reactions and emotions. Some symbols are actually types of nonverbal communication, while other symbols are in fact material objects. The first element that exists in every culture is a variety of symbols. A symbol is anything that is used to stand for something else. People who share a culture often attach a specific meaning to an object, gesture sound, or image.

Let's look at nonverbal symbols first. A common one is shaking hands, which is done in some societies but not in others. It commonly conveys friendship and is used as a sign of both greeting and departure. Probably all societies have nonverbal symbols we call **gestures**, movements of the hand, arm, or other parts of the body that are meant to convey certain ideas or emotions. However, the same gesture can mean one thing in one society and something quite different in another society. For example, if we nod our head up and down, we mean yes, and if we shake it back and forth, we mean no. In Bulgaria, however, nodding means no, while shaking our head back and forth means yes! In the United

States, if we make an "O" by putting our thumb and forefinger together, we mean "OK," but the same gesture in certain parts of Europe signifies an obscenity. "Thumbs up" in the United States means "great" or "wonderful," but in Australia it means the same thing as extending the middle finger in the United States. Certain parts of the Middle East and Asia would be offended if they saw you using your left hand to eat, because they use their left hand for bathroom hygiene (Janys, 2013)

Many known gestures are universally recognized as symbolizing nervousness, frustration, excitement, etc. others may simply be used by actors at different times in a performance that require a simple description when analyzing them for drama studies (Erickson, 2004).

When speakers talk, they gesture. The aim of this research is to understand the contribution that these gestures make to how we communicate and think. Gesture can play a role in communication and thought at many timespans. We explore, in turn, gesture's contribution to how language is produced and understood in the moment; its contribution to how we learn language and other cognitive skills; and its contribution to how language is created over generations, over childhood, and on-the-spot. We find that the gestures speakers produce when they talk are integral to communication and can be harnessed in a number of ways. (1) Gesture reflects speakers' thoughts, often their unspoken thoughts, and thus can serve as a window onto cognition. Encouraging speakers to gesture can thus provide another route for teachers, clinicians, interviewers, etc., to better understand their communication partners. (2) Gesture can change speakers' thoughts. Encouraging gesture thus has the potential to change how students, patients, witnesses, etc., think about a problem and, as a re-

sult, alter the course of learning, therapy, or an interchange. (3) Gesture provides building blocks that can be used to construct a language. By watching how children and adults who do not already have a language put those blocks together, we can observe the process of language creation first hand. Our hands are with us at all times and thus provide researchers and learners with an ever-present tool for understanding how we talk and think (Janys, 2013).

Language and gesture were two sides of one thing, they are two parts of one entity hand its origin back then. Gesture as active language has two dimensions, static and dynamic, that combine in every speech event. Mentioned dialectic (materialized in gesture and speech) is an interaction between unlike mode of thinking and shared orientation. gesture is also largely improvised, while undoubtedly members of all human societies utilize gestural form in their practice that are conventional, routine, and thus “prefabricated” many gestures that individuals produce are idiosyncratic opportunistic, making use of locally available material such as prior gestures practical action that are currently being carried out, or even props such as objects on the table before them. Gestural practice has these features – hybridity, improvisation, bricolage – in common with other form of human practice (Erickson, 2004).

A great deal of research on gesture has focused on a single type of setting. The type in which human subject discuss or narrative experiences that have taken place outside and prior to the current situation. For example, during narratives speakers may report what they have witnessed, and their gestures, although addressed to their current interaction co-participant, refer to these distant events. This ecology is in play when speakers describe a film-clip that they have just seen, as in McNeill’s labora-

tory research; McNeill 1992 (David, 2015)

Speakers usually reveal the difference between the two of modes by their overall bodily behavior. In methodology gesture are interaction phenomena and they are analyzed in this book with the methods of interaction micro-analysis or micro-ethnography. It means that not only has a meaning of expression, that’s a component of social acts. Mead thus taught us to see gestures as components of acts- component capable of relative autonomy and distinction and the gestural act as being made significant through reciprocal interaction. How other responds to our movement of the hand is what matters. act and response are constituted in lived time, during irreversibly unfolding moments of shared engagement. Gesture enable the forward adaptation of action during interaction, they enable us to act, not on the basis of what is happening now, but what is likely to come next (Brown, 2018).

The main aim of modern linguistics is to document and analyze the grammatical patterns of human language. In pursuing this aim, linguists often create “grammars” for individual languages. Each of these works characterizes in great detail the words and rules of a particular language – the stuff speakers know when we say they *know* Seri, Georgian, or English. There are some topics covered in every grammar, and other topics that are rarely, if ever, included. One topic likely to be in the latter category is *gesture*, the focus of this article. From one perspective, this omission makes sense. After all, gesture is not part of the language *proper*. But from another perspective, omitting gesture is puzzling simply because wherever people use language – *any* language – they use gesture too. Gesture is universal, just as universal as language, and, as we will see, gesture and language go hand in hand. At almost every

level of analysis that linguists are interested in – from prosody to discourse structure – research has recently uncovered systematic and sometimes surprising relationships between language and gesture. In this review, we describe what is known about these relationships and about the properties and patterns of gesture itself (Natasya, 2015).

The Definition of Gesture

Gesture is a part of language and also that there is a language-gesture dialectic led one reviewer of the book in manuscript to suggest that I was saying something absurd that a part can be in a dialectic with it shown whole. This is not what the researchers mean, of course, but my locutions could be open to such a construal. The problem is terminological; language is being used in two ways. It would be tedious to signal the shifts between them, so the researcher use this section to call the reader's attention to the double usage and trust that so flagging it will suffice to keep the two senses apart. Nothing hinges on the ambiguity, and allowing it to stand seems harmless. First, I use language in a technical-linguistic way, to refer to those static structures of language consisting of grammar, words, etc. In this sense, there is a language-imagery or language-gesture dialectic, implying that the dynamic meets the static in this process. Second, I also use language in a traditional non technical way, to indicate what it is we know when we say we know a language or what we use when we speaking, listen, read, etc. In this way, gesture is a part of language, implying that language consists of more than words, sentences, etc., and also includes spontaneous, speech-synchronized gestures. (Neill, 2005)

Gesture in the initial, action, part highlights the other approach of gesture as part of the social interaction in which the

person participates. Part story of gesture is the role that it performs in interaction : gestures as something engaged in our social lives. The emphasis is on gesture as a communicative resource, how gestures effect on going interaction, and how interactions affect it. The opposition of inside and outside. However is superficial. There is no deep conflict between the inside and outside views, and both views must be taken if gestures are to be properly explained. The individual speaker is surely affected by his or her social context. This effect might extend to altering the thought process of the individual to accord with the socially induced changes in the context. Indeed. At the same time, social interaction is not independent of individuals participating in it. The participants are – mutually, jointly, but also individually – constituting an interaction within the constraints of cultural norms. (Neill, 2004)

The Kinds of Gesture

There are dimensions described by McNeill (2005) concerning the categories of gesture types described in his latest research. The dimensions I will describe below are based on the original categories we described in (McNeill & Levy, 2005:51). Inspired by the semiotic categories of C. S. Peirce (1960), Elena Levy and I proposed a classification scheme with four categories: *iconic, metaphoric, deictic, and beat*.

Iconic

Such gestures present images of concrete entities and/or actions. They are gestures in which the form of the gesture and/or its manner of execution embodies picturable aspects of semantic content (aspects of which are also present in speech). The gesture as a referential symbol functioned via its resemblance to this event, iconically. Speech and gesture were not identi-

cal, however. As noted before, the gesture was made with a single hand. (2005).

Metaphoric

Gestures can also present images of the abstract. Some gestures involve a metaphoric use of form—the speaker appears to be holding an object, as if presenting it, yet the meaning is not presenting an object but rather that she is holding an ‘idea’ or ‘memory’ or some other abstract ‘object’ in her hand. There is an iconic component (the form of the gesture resembles holding an object) and a metaphoric component (holding or presenting something is a metaphor for presenting a meaning). Other gestures involve a metaphoric use of space. A speaker, for example, divides the gesture pace before him according to an appearance-reality dimension of morality being attributed to story character. The metaphor is a way to extrapolate imagery to a range of meanings that are not themselves imageable. If language is inseparable from imagery, then metaphors and metaphoric gestures are crucial for bringing abstract content in to contact with imagery, and hence for the ability of language to present this kind of information itself (McNeill, 2005).

Deictic

Although the prototypical deictic gesture is the hand with an extended index finger, almost any extensible body part or held object can be used for pointing. If the hands are employed otherwise we can improvise pointing with our heads, noses, elbows, feet, etc., as well as with abstractions like the ‘eidola’ or gaze of ancient ophthalmology. Indeed, some cultures prescribe deixis with the lips (Enfield 2001). Much of the pointing we see in adult conversation and story telling is not pointing at physically present objects or locations but is instead abstract pointing (McNeill et al.,

Beats

Levy and McNeill (2005) called gestures ‘beats’ when they took the form of the hand beating time. Beats are among the least elaborate of gestures formally. They are mere flicks of the hand(s) up and down or back and forth that seem to ‘beat’ time along with the rhythm of speech. However, they have meanings that can be complex, signaling the temporal locus in speech of something the speaker feels is important with respect to the larger discourse. A beat may accompany the first mention of a character or highlight words whose occurrence is relevant for a larger narrative purpose.

The Definition of Film

According to Shimamura (2017). Films, also known as movies, are a type of visual communication which uses moving pictures and sound to tell stories or teach people something. People in every part of the world watch films as a type of entertainment, a way to have fun. For some people, fun films can mean films that make them laugh, while for others it can mean films that make them cry, or feel afraid. As our intent is to address the viewer’s experience. We can sidestep that issues and simply refer to our everyday usage of films as moving picture that many of us watch for enjoyment, interest, and entertainment. We will those err on the side of inclusion by considering the variety of moving images we experience daily, such as those viewed in theater, on television, and on the internet. Most film scholars make distinction. Between terms such as films, movie, cinema, videos, and motion picture (Carroll, 2008).

METHODS

This research is descriptive qualita-

tive research, so the researcher uses the descriptive method to analyze the object of this study. The researcher does not convey the result through the number, but in sentences.

Qualitative research is conducted within a poststructuralist paradigm. There are five areas of qualitative research: case study, ethnography study, phenomenological study, grounded theory study, and content analysis. These five areas are representative of research that is built upon inductive reasoning and associated methodologies. Qualitative research builds its premises on inductive, rather than deductive reasoning. It is from the observational elements that pose questions that the researcher attempts to explain. The strong correlation between the observer and the data is a marked difference from quantitative research, where the researcher is strictly outside of the phenomena being investigated. There is no beginning point of truth or any established assumptions from which. Therefore, the qualitative research methods allow for in-depth and further probing and questioning of respondents based on their responses, where the interviewer/researcher also tries to understand their motivation and feelings. Moreover, this research used qualitative that requires understanding how to make sense of text and images so the researchers can form answers to their research questions. In conducting the research, the researcher done some steps as follows:

First, the researcher watched *A Quiet Place* film carefully.

Second, researcher read *A Quiet place* film script carefully. It has got deep understanding to the whole story.

Then, the researcher collected some references which are relevant with the study.

Next, the researcher searched the scene in the drama script that relating to

the study.

Furthermore, the researcher analyzed the gesture that is found in *A Quiet Place* film.

In the last step, the researcher concluded the results of the data analysis.

FINDINGS AND DISCUSSION

Findings

The purposes of this research are to find out the kinds of gestures found in *A Quiet Place* film, then the researcher analyzed the kinds of gestures that found in film, and also explain the meaning of gestures found in *A Quiet Place* film that written by John Krasinski in 2018.

What are the kinds of gestures found in “*A Quiet Place*” film ?.

For analyzing the kinds of gesture that found in *A Quiet Place* film, The researcher analyzed and summarized what the types of gestures that found in an article or books, then the researcher analyzed the gesture in *A Quiet place* film that suitable. The researcher found the types of gesture that have found by David McNeill and Levy (2005) and it has researched by another expert, there are four kinds of gesture, a deictic type, beat type, iconic type, and metaphoric type. The gestures we are primarily concerned with are the gesticulations. Gesticulation is motion that embodies a meaning relatable to the accompanying speech. It is made chiefly with the arms and hands but is not restricted to these body parts—the head can take over as a kind of third hand if the anatomical hands are immobilized or otherwise engaged, and the legs and feet too can move in a gesture mode (cf. McClave, 2000).

‘Speech-linked gestures’ are parts of sentences themselves. Such gestures occupy a grammatical slot in a sentence—“Sylvesterwent [gesture of an object flying out laterally],” where the gesture completes

the sentence structure.

'Emblems' are conventionalized signs, such as thumbs-up or the ring (first finger and thumb tips touching, other fingers extended) for "OK."

'Pantomime' is dumb show, a gesture or sequence of gestures conveying narrative line, with a story to tell, produced wit-

hout speech. At the other extreme of the continuum,

'signs' are lexical words in a sign language (typically for the deaf) such as ASL. Sign languages have their own linguistic structures, including grammatical patterns, stores of words, morphological patterns, etc.

Table 4.1. Classification of the kind of gesture found in "A Quiet Place" Film.

Scene	Gesture Type	Gesture Detail	Brief Information
First act 0:03:10	Deictic Type	The child looked into her sister to point of her sister and giving her mother information that there were her sister	In a script : INT. FARMHOUSE, DEN – DAY Her eyes drift from the shed to her older brother.
0:03:44 – 0:03:52	Deictic Type	The children was drawing on the dirty floor using crayon and throwed up her hands for doing some gesture like as a rocket.	In a script : INT. FARMHOUSE, BEDROOM - DAY Will's mother, MIA (30s), holds a RED CRAYON
0:06:51	Beats Type And Deictic Type	Their father lifted his hands inside his ears and looked at her son to say that "don't do that".	
0:07:26	Metaphoric type	The sister used her forefinger by touched her closed lips to her sister for gave the sign for being quiet and secret.	
Scene 0:23:23	Beats Type	John's hand was moving circle on his face. And saying you are so beautiful.	
0:17:37	Deictic	Mia Pointed of her forefingers to the kitchen for inviting her father (John) for having dinner.	INT. FARMHOUSE, DINING ROOM - LATE AFTERNOON Mia sets the table. All of their plates and cutlery are plastic. She gestures to John to gather the children for dinner.
0:27:51	Beats Type	John as a father gesture to his daughter, Mia for not doing that. He moves his hands up and down.	INT. FARMHOUSE, BASEMENT – MORNING A HAND TOUCHES APRIL'S SHOULDER. John is standing behind his daughter. April doesn't look over. Doesn't react.

0:28:32 0:28:33	– Beat Type	April was moving her hand down and up like slicing a piece of cake (moves her hands with a little beat) to show her father that she protest and did not believe her father.	INT. FARMHOUSE, BASEMENT – MORNING If we hadn't noticed before, we realize now that there is an enormous amount of tension between them. April's face starts to quiver. Tears filling her eyes. She pushes her father's hand away and leaves. John opens his mouth as if to say something, but of course... he can't.
0:28:49	Beats Type	April was up and down her right hand vertical and her left hand horizontal. When the hands clap it seem so hard and deep (it is mean that she actually don't want to her father doing that again)	
0:29:30 0:29:36	– Beats Type	The gesture that showed about how to persuade the receiver with moving her hand, up, down, back, front, and inside	
0:29:54	Deictic Type	Mia was looking into her husband for asking and shows to her son that her father ready to go.	
0:30:39 0:30:49	– Beats Type	Mia's gesture is up and down her hands to explain his son, that was feeling like her gesture becoming her soul.	
0:31:12 0:31:29	– Beats Type	There are gestural conversation between, John, his son, and April, they using beats type in their conversation. They using their hand up and down for explain and persuade the receiver.	
0:35:40	Deictic Type	John was pointed his eyes with their forefinger and his middle finger to persuade his son, it means that his son have to look at him and believe him.	EXT. LAKE – MORNING Will sits into a small ROW-BOAT with no paddles. He hides his trembling hands. Doesn't want his father to know he's scared.
0:36:09 0:36:21	– Beats Type	John was explaining to her son that the sound of the water in a river is safe for they to talk because the sound of the water is loud and it hide their voices itself. And John was using deictic gesture where he moved his hands up, down, inside and it seemed the hands move along with the speech.	EXT. LAKE – MORNING John Will sits into a small ROW-BOAT with no paddles. He hides his trembling hands. Doesn't want his father to know he's scared. John sits behind him and gazes at the placid water. A layer of RED ALGAE covers the entire basin. It is thick and milky along the shore, where the SKELETONS of cows, horses, and fish waste away.

0:42:58	Iconic – Methaporic Type	When he was looking to the man that will scream, he showed to the man about (I Sign) with his forefinger in front of his mouth. It means that the man should be quiet.	EXT. FARMHOUSE - DAY April is lying outside the farmhouse writing in her DIARY. Her HEARING AID is removed. She flips the page and stifles a scream. Inside is a DRAWING. A DARK RED CREATURE SCRIBBLED IN CRAYON. ANIMAL, YET OTHERWORLDLY. BLOOD POOLED AROUND ITS LEGS.
0:49:53 0:50:00	– Beats Type	John explained to his son that her mother needs his help and John explained with a beats gesture, it means that John tried to persuade her son.	
0:58:36	Metaphoric types	John saying to her wife that we know what her son has going to do while hold her wife’s hand to make her wife trust in him.	INT. SHED - NIGHT Mia is asleep next to Will. The newborn lies on her chest. John is kneeled on the other side of the small shed. His eyes trained on the wall... Peering through the razor-thin slats...
1:00:53	Metaphoric type	April was taking the lamp and her little brother was holding her hand and shook his head to say that don’t leave me alone	
1 : 0 6 : 3 6 -1:06:37	Beats Types	April was saying to her brother that they must go away from the place with her hands gesture.	
1:07:14	Beats type	Her brother said that her father will look for them and find them soon with his hand gesture.	
1:09:43	Iconic Type	John was asking to his son and daughter “are you okay?” with an (O sign) in a last gesture.	THE SIGNAL GENERATOR April and John lock eyes. John sees where she’s going with this... April is going to use the signal generator against the alien. John nods, encouraging her. April sets the FREQUENCY DIAL on the signal generator to 500 GHz - its max setting. The alien steps out of the corn. April cranks the OUTPUT to 100%. John gives April a thumbs up.
1:14:52	Metaphoric-iconic-deictic Type	John gesture to her daughter that “I Love You” with hold on his hand in front of his chest. Then make an (X sign) in front of his chest that symbol <i>have</i> , and pointed to her daughter (it means <i>you</i>)	

1:21:22	Metaphoric Type	April hold her ear very hard, it is mean that she want to say that her ears is very sick, because of the frequency of the sound is very near by her and it is felt so had.
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From the classification of the kind of gestures found in *A Quiet Place* we know that the characters of the film using iconic for gesturing the listener with symbol (hand sign) because the characters does not allow using speech when they talk. In another way, they using metaphoric to explain and persuade with drawing or holding on something. When the characters using speech they using a deictic or beats types of gesture it seems like they using their hand move up and down, beats to their speech.

The function of gestures found in “A Quiet Place” film.

To know about the function of gesture the researcher was collected the resources of data from the books, Mc Neill (2005). Gesture plays a role in communication at a variety of timespans in speaking at the moment, in learning language over developmental time, and in creating language over shorter and longer periods of time. The researcher used this structure in organized this chapter. For knowing the functions of the gestures, but in this research will analyze about the functions of gestures in a film. After collecting data the researcher should analyzed the fact about the function of gesture found in a film based the theory by the expert. Here the picture that shows about the function of gesture

This scene is a condition when speech is not allowed to communicate.

The scene : 0:03:42 to 0:04:06

It shows that the characters using gesture for communicate, and the gesture its an important part for social interaction,

it can be the thin that make some one else know about what the speaker meaning, and from the films we can explain that even when speech is not allowed we could using gesture for communicate and survive because from the film tells that there are place that the sounds is a thing that make a scare and some monster will come to eat the human that make a sound. So they should be use gestures for communicate.



Figure 1. A Quiet Place

Drawing is include of gesture, in this scene the function of the gesture is for communicating the speakers meaning.



Figure 2. A Quiet Place

This scene, the gesture using for giving information or talk about the speakers meaning using gesture, because this section the characters is not allowed using their sounds to talk.

This scene is the different condition, that the gesture is allowed when the speaker saying something.

The Scene : 0:35:52 to 0:36:15



Picture 3. A Quiet Place

The scene is showed that speech it follows the gestures, when the speakers start to talk and tried to persuade the listener all about her opinion or explanation is true. In this section the speaker could use their sound because the sounds of the river louder than their sounds. So the monster can not hear. And the speech is beats while the gesture.

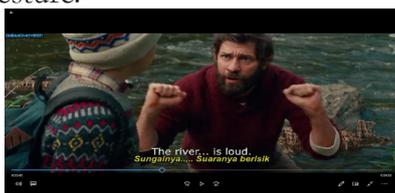


Figure 4. A Quiet Place

This situation shows that the speakers using beats type it used to explain her son to giving information, that her son do not be afraid about the situation.



Figure 5. A Quiet Place

The speaker persuade her son to believe him, it is mean that the gesture is help us for communicate to another one. And make someone stunned and believes him

After analyze the function of gesture in "A Quiet Place" film, we can conclude that the function of gesture in general is help us to communicate because gesture is

non-verbal communication with the-hand action or body movements which can help us to persuade and explain to detail.

Discussion

In communication, gesture is an important part. Gesture is important in speaking, while we are talking with someone and give someone information. Gesture is as a part of language and dialectic. It means that the gesture is a part of social interaction which is the speaker needed. In the other side gesture is a motion of the hands to persuade and explain the listener about the speakers mean. The listener will more understand about what the speakers meaning using dialectic or beats of the hands, and it will be make someone happy, or agree. But in another way when the listener didn't accept the speakers meaning or when the speakers try for making the listener be mad or sad, it is the negative result. In this research gesture is not only about how to analyze the meaning of gesture. As a student of education, the researcher also study about how to use a gesture in a good way to teach the students in a class. There are many articles or books that written by any resources about how to use gesture as a teacher in a class. This research related to cultural relation and linguistics.

Gestures as something engaged in our social lives. The emphasis is on gesture as a communicative resource, how gesture effect on going interactions, and how interaction affect it. The opposition of 'inside' and 'outside'. However is superficial. There is no deep conflict between the inside and outside views, and both views must be taken if gestures are to be properly explained. The individual speaker is surely affected by his or her social context. This effect might extend to altering the thought process of the individual to accord with the socially induced changes in the context. Indeed.

At the same time, social interaction is not independent of individuals participating in it. The participants are – mutually, jointly, but also individually – constituting an interaction within the constraints of cultural norms. (Neill, 2004)

Gesture processing takes place in areas of the brain such as Broca's areas and Wernicke's areas, which are used by speech and sign language. Gesture and language are related, because the gesture is non-verbal communication that allows visual cues that transmit messages. Without speaking, gestures are movements that are made with the body, arms, hand, facial, etc.

This research is descriptive research with qualitative data. The researcher chose *A Quiet Place* film because the film tells us about how to survive in a quiet place where we could not use our voices to talk because there is a monster that will eat humans that use their voices. So this is the best film for analysis in this research. The character of the film uses gesture to communicate and survive. The researcher will do the research easily and focus on the gesture that is analyzed.

The researcher found the function of the gestures found in *A Quiet Place* films by analyzing the films and making a conclusion based on the research that has been found in a book. Then the second step is the research should analyze the kind of gesture found in *A Quiet Place* films. The research about the kinds of gesture from any resources. There are four types of gesture that the researcher found: Iconic, Deictic, Metaphoric, and Beats.

Iconic

In a quiet place film, the character uses iconic types to communicate using symbols or emblems, there are O Sign, V sign, Fore Finger sign, and with drawing the speaker's meaning to tell the listener.

Deictic

In *A Quiet Place* film. When the speaker wants to show something or persuade the listener. The speaker uses a deictic type. The speaker uses their arms, feet, forefinger, nose, etc for showing a signal to point on something without speech.

Metaphoric

The speaker uses metaphoric gesture with holding an object or hitting an object to explain the speaker's meaning, may be with drawing or with holding the thing to persuade that the gesture for present the meaning and making the listener believe

Beats

It is the gesture that has a function for explaining with beats their arms up, down and another way while they talking.

Now, as the study we are already conducted successfully and shown the result of its findings, the steps to analyze gesture function, and kinds of gestures found in *A Quiet Place* which are mentioned in this study can be followed by readers or students, especially those who want to choose a study of gesture as their title in the final project with their own subject and object.

CONCLUSION

Based on the analysis of the kinds and functions of gestures found in *A Quiet Place* film, the researcher was analyzing the data and explaining the result of analysis in research findings and discussion. Here are some conclusions from the researcher:

After being analyzed from any other resources, the researcher concludes that a gesture is a form of non-verbal communication which is visible body actions that communicate a particular message. The gesture includes some movements like movement of the hand, face, or other parts of the body. The gesture was different from physical-non-verbal communication that gesture did not communicate to a specific message, such as purely expressive

ve displays, proxemics, or displays of joint attention. Gesture allowed some individual to communicate in a variety of feelings and thoughts from contempt and hostility to approval and affection often together with body language in addition to words when they are speaking. In another way gesture and speech work independently of each other, but become one to provide emphasis and meaning.

The researcher was analyzing about the function of gestures found in *A Quiet Place* film. Little is known about how gesture is organizing in the brain. Nonetheless, by invoke the principle that idea for speak is dynamically organized in a dialectic of imagery and language, we can predict some features of the 'neuro gestural' system. This system should engage the same brain circuits as language, in part. And conversely, if we discovered something about brain action with gesture, we should be able to add this discovery to our picture of what the brain is doing when it handles language, (Neill & Levy, 2005). The function of gesture defined as a way to interact and learning languages with other people in social life. As a student from English education is important to learn how to use the gestures properly.

When analyzing the kinds of gesture we should know about the condition of the films. There are many kinds of gesture that used to be researched, but in this research the researcher was using types of gesture that has researched by David Mc Neill and Levy. (2005). There are four kinds of gesture that being used by the people when the speech is not being allowed. They are, iconic type, deictic type, metaphoric type, and beats type.

ACKNOWLEDGEMENT

In this moment, the researcher would like to thank and praise to the God, Allah

SWT, for entire blessing in the researcher's life so that the researcher can finish this final project to fulfill one of the requirements from University of PGRI Semarang.

In this occasion, the researcher would also like to express the deepest appreciation and sincerest thanks to :

Dr. Asropah, M.Pd., the Dean of Faculty of Language and Arts Education of PGRI Semarang.

Dr. Jafar Sodik, S.Pd.,M.Pd., the Head of English Department of University of PGRI Semarang.

Dra. Siti Lestari, M.Pd. as the first advisor, great thanks for his valuable guidance, advices, and correction in completing this final project.

Dr. A B Prabowo K A, S.Pd., M.Hum. as the second advisor who gives guidance, suggestion, support, and encouragement during the completion of this final project.

All lecturer of English Department of PGRI University Semarang, who taught, motivated, and guided the researcher since the first day of researcher's study.

Finally this final project is expected to be able to provide knowledge and information to the readers.

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