

ABSTRACT

Mukhoyyaroh, Siti. 2010. *An Analysis of Conversation Gambits Produced by the Participants (Broadcaster and Caller) of English Interactive Program “Pro 2 English Time” on “RRI” Semarang.* Final Project, English Department, Faculty of Languages and Arts, Semarang State University. First advisor: Novia Trisanti, S. Pd, M. Pd. Second advisor: Drs. L Elyas Nugraha, M. A.

Keywords: *Conversation Gambit, Participant, English Interactive Program*

Conversation gambit is word or phrase that helps us start, maintain, and end the conversation. In order to focus on the topic, I limited the discussion by presenting some problems: (1) what kind of conversation gambits were used by the participants of “Pro 2 English Time” on “RRI” Semarang, (2) what were the purposes of using conversation gambits in the conversations between the broadcaster and listeners, (3) how did the participants use the conversation gambit in their conversation.

This study had three purposes. They were to identify the kinds of conversations gambit produced by the participants of the English conversation program “Pro 2 English Time” on “RRI” Semarang, to find out the purpose of conversation gambits produced by the participants of the English conversation program “Pro 2 English Time” on “RRI” Semarang, and to analyze the conversation gambits produced by the participants of the English Conversation program “Pro 2 English Time” on “RRI” Semarang.

The data of this study were derived from the participant’s utterances while they were conversing in the program. I used Keller and Sylvia T Warner’s theory of conversation gambit (1988) to classify the data. I also used qualitative descriptive analysis approach to analyze the data. Three out of eight conversations between the participants (broadcaster and caller) were taken to represent the data.

After analyzing the data, I found out that there were 88 data/utterances with conversation gambit. Among three kinds of conversational gambits, responding gambit was the most commonly used in conversation. It was used in 41 utterances (47%). The second commonly used was linking gambit. It was used in 25 utterances (28%). The rarely used was opening gambit. It was used only 22 utterances (25%). I also found 24 purposes of using conversation gambit produced by participants of “Pro 2 English Time” on “RRI” Semarang.

It is suggested that the readers of this final project can use conversation gambits in their conversation in order to make their conversation sound naturally and smoothly in every situation.