CHAPTER II

REVIEW OF RELATED LITERATURE

In this chapter the researcher discusses the previous of study, movie, the structure and genres of movies, kinds of movie and vocabulary in general.

A. Previous Study

The researcher has some relevant researchers that support this research. The first is SyarifuddinAchmad from Gorontalo University. He conducted a research on investigating developing vocabulary mastery through meaningful learning approach. He uses FGD and experimental method by applying *One Group Pre-test and Post-test Design.*The finding reveals that his research successfully identifies the average of the students' score on English vocabularies: (a) on pretest, X score is 27.62 from the maximum score 49; then to apply that developed model of learning and teaching English vocabularies;(b) On posttest is found the average of students' score gradually up reaching the X score is 35.66 from the maximum score 53. From the two unit tests seemed on the average score on the posttest get improvement 8.15 point. So it is interpreted that Ho (null) hypothesis is rejected and accepting Ha (alternative) hypothesis, while T-test analysis proved that the students' scores increased significantly.It is different with this research because design in thisresearch is quantitative research. The other difference is the instrument.

He doesn't use questionnaire in his research. But this researcher uses questionnaire to be the instrument.[1]

The second is Jing Yiping from China West Normal University. He conducted a research on investigating An Investigation into the Effects of English Movies on English Listening and Suggestions. He applied qualitative methodology in his research. One of the positive effects on English movies on learners' listening study is a real language environment. That makes the scene more vivid. And one of the suggestion of his research is learners should pause at the more difficult part, to learn the key sentences until they fully are understandable of the meaning. Because there is a large number of slang, dialects in English movies.[2] The learners can subconsciously stimulate a phrase or one sentence they fancy through watching English movie. A repeated word, a phrase and sentence will definitely stimulate learners' auditory system which helps to correct their acquired wrong tone and intonation. Those are some findings of his research. So, those findings conclude that English movie can be an effective way to correct our pronunciation and intonation, learn western culture, improve the ability of cross-cultural communication, and cultivate the sense of language and so on.

The third is Rahman from Semarang University. He conducted a research on investigating Correlation Between Frequency Of Watching English Movies And Vocabulary Mastery Of The Second Grade Students Of Man 1 Semarang In The Academic Year Of 2011/2012. The finding of his research reveals that

---

[1]SyarifuddinAchmad, "Developing English Vocabulary Mastery.,*75-76.*
[2]Jing Yiping, "An Investigation into the Effects of English Movies., 49-52.

there is a significant correlation between students' frequency of watching English movies and their vocabulary mastery. In questionnaire test, the writergets result that students' frequency of watching English movies is low. It has mean 26.09 at the interval of 26-29 with percentage 32.81%. In achievement test, vocabulary mastery test, the writer gets result that students' vocabulary mastery is low. Students' vocabulary mastery has mean 47.48 at the interval 44-51 with percentage 20.31%.

His research is almost same with this research. There are some differences from his research. His objectives is second grade students of MAN 1 Semarang and the objectives of this research is English Department students of STAIN Kediri. He didn't use SPSS to get the result but this researcher uses SPSS to get a result on this research.[3]

B. Movie or Film

Literature is a means of social expression, a mirror of life, and interpretation of human expressions that help us understand how to live. Literature can be decided two major categories; they are fiction and non-fiction. Fiction is literary works that is not based on true story; while, nonfiction is literary works that is based on the true story. Some examples of fiction literary are novels, short story, poetry, drama, movie, etc. some examples of nonfiction literary are personal essay, history, biography, autobiography. As the running, movie is not only made based on imagination,

---

[3]Arif Rahman, Correlation Between Frequency of Watching English Movies and Vocabulary Mastery of MAN 1 Semarang in the Academic Year 2011/2012 Undergraduate Thesis, (Semarang: STAIN Semarang), 27.

nut also directed to break up the facts that almost faded. According to Hornby, film is a story, recorded as a set of moving pictures to be shown on television or at the cinema.[4]

1. The Structure and Genres of Movies

Barsamand Monahan state that the way the story in a movie is told is called its *narrative*.[5] The narrative structure of a movie has several elements, they are:

a. Story and plot. Story refers to the whole universe where the events of the movie occur, while plot is the parts of that universe that is presented on the screen.

b. Order is the way the events in the movie are sequenced.

c. Events are what happen in the movie.

d. Duration can refer to story duration, which is the implicit amount/length of time the whole events happen; plot duration, which is the amount of time the plot happens; and screen duration, which is the length of the movie itself.

e. Suspense and surprise. Suspense is what audience expect to happen but does not happen, while surprise is what audience do not expect to happen, but happens.

f. Repetition is the number of times an element recurs in the plot.

---

[4] Hornby, "Oxford Advanced Learners Dictionary of Current English", (New York: Oxford University Press, 1985).

[5] Richard Barsam and Dave Monahan, "Looking at Movies: An Introduction to Film", (New York: W.W. Norton & Company, 2010), 3rd edition, 119-192.

g. Characters are the individuals who are involved in the story.

h. Setting is the time and place in which the story occurs.

i. Scope is the range of time and place from which to which the plot occurs.

j. Narration and Narrator. Narration is the story telling of the movie. It can be visually (by camera work) or orally (by narrator).

Movies can be categorized based on the recurring elements or pattern in them. This categorization results in the term *genre*. Some movies focus on one genre, while some others mix the genres by adding elements from other genres to make the movie more interesting. From mixing elements from other genres, many new genres emerge. Film site identifies 11 main genres, namely action, adventure, comedy, crime/gangster, drama, epics, horror, musical, science-fiction, war, and westerns; and 13 subgenres, including fantasy, romance, biography, and thriller/suspense.[6] The definition and examples of several genres and subgenres are as follows:

a) **Action**, usually include energetic actions, with elements like chases, rescues, escapes, battles, and fights in a spectacular pacing. These actions usually involve the traditional good versus bad characters. The examples of such genre are *James Bond* franchise, and *Kill Bill volume 1 & 2* (2003 & 2004).

b) **Adventure**, is similar to action genre which aims to entertain the audience with energetic actions. However, adventure movies usually focus more on

---

[6]www.filmsite.org, accessed on 25 May 2017.

travels, explorations, quests, treasure hunts, etc. Some notable examples are *Indiana Jones*and *Pirates of theCaribbean* franchises.

c) **Animations**, or animated films aremade from drawing or illustrations which are photographed and projected in rapid succession. Animations are often mistaken as a genre while in fact, animation is a filmmaking technique. Animated movies are usually intended to attract younger audience even though quite animated movies use more complex and mature themes. Well-known examples of animations are produced by Walt Disney studio, such as *Snow White and the Seven Dwarfs* (1937) and *Aladdin* (1992).

d) **Comedy**, usually have simple and amusing plots with dialogues, situation, and characters that invoke laughter from the audience. Some examples are *Monty Python and the Holy Grail* (1975) and *Airplane*! (1980).

e) **Drama**, serves mostly serious and realistic stories which show characters and their relationship with themselves, other people, or life and nature. This genre is perhaps the largest and broadest genre because it can expand to other subgenres, like historical drama, melodrama, family drama, etc. Some examples of dramatic movies are *Taxi Driver* (1976), *The Help* (2011), and *Paris, Texas* (1984).

f) **Fantasy**, entertains audience by serving imaginative stories with elements like magic, mythology, and fairy tales. Notable examples of this subgenre are *Harry Potter* trilogy and *The Lord of the Rings* trilogy.

g) **Horror**, aims to frighten the audience. Usually there is a presence of supernatural elements, like ghosts, possession, cults, monsters, etc. The *frightener* can also be in the form of a homicidal maniac. Some examples are *Psycho* (1960), *TheShining*(1980), and *Insidious*(2010).

h) **Musicals**, usually have characters that express themselves by singing and/or dancing. Notable examples include *The Sound of Music* (1965), and *Les Miserables* (2012).

i) **Romance**, are dramas that focus on romantic relationships between characters. Some popular examples are *Annie Hall* (1977) and *Titanic* (1997).

j) **Science fiction** or **sci-fi**, mainly focuses on humanity's relationship with advancement of science and technology, like robots, time-machine, or outer-space. However, very often most science fictions are about speculative fantasy life beyond humanity, like aliens, viral plague, or disasters. Notable examples of this genre are *Star Wars* franchise, *Solaris* (1972), and *Interstellar* (2014)

k) **Thriller**, aims to thrill the audience or keep them □on the edge of their seats 'by creating suspense and anxiety. It usually involves mystery and characters that are in possible danger like homicide or terrorism. Notable examples of this genre are the movies by Alfred Hitchcock like *Read Window* (1954) and *Vertigo* (1958).l)

l) **War**, takes place in the middle of a war conflict. The characters can be soldiers, or people affected by the war. Some examples are *Saving Private Ryan* (1992) and *Pearl Harbor* (2001).

C. Vocabulary

Vocabulary can be defined as "words we must know to communicate effectively; words in speaking (expressive vocabulary) and words in listening (receptive vocabulary)."[7] Hornby defines vocabulary as "the total number of words in a language; vocabulary is list of words with their meanings". According to Coady and Huckin'vocabulary is central to language and of critical importance to the typical language learning.[8] From the definitions above, it can be concluded that vocabulary is the total number of words that are needed to communicate ideas and express the speakers' meaning.[9]

1. **Types of Vocabulary**

According to Scrivener there are two kinds of vocabulary.[10] Those are as follow:

a. Active vocabulary

Active vocabulary means "the words theyshould be using in their speech, writing. The speaker may have to master some limit of vocabulary

---

[7]Neuman&Dwyner, "Missing in Action: Vocabulary instruction in pre-k. The Reading Teacher, 62(5), 384-392.

[8]Coady&Huckin, Second Language Vocabulary Acquisition, (Cambridge: Cambridge University Press, 1997).

[9]Alqahtani, The Importance of Vocabulary in Language Learning.,25.

[10]Jim Srivener, "Learning Teaching", (New York: Heinemann, 1994), 74.

of this active vocabulary in communication. Although they have to reproduce the speech with the listener, according to the situations they can choose the word mastered. For example: in discussion, teaching process, and others meeting.

b. Passive vocabulary

Passive vocabulary means that the words they needed merely to comprehend especially, in their reading. The speaker in this situation will not reproduce some sentences but they are asked to be receiver of the message by comprehending the passage or listening to some broadcast. The kinds of vocabulary are needed in the advanced level for example, written passage such as newspaper, periodical, literature, textbook, etc.[11]

Vocabulary also has some aspects. Those are as follow:

1) Synonym

Synonym is the two or more words have the same meaning.

For example:

- Movie   = film

- Short   = small

- Begin   = start

- Correct   = right

2) Antonym

Antonym is the word that opposite in meaning to the other.

For example:

[11]Srivener, "Learning Teaching"., 75.

- Small   x big

- Turn on   x turn off

- Right   x left

- Man   x woman

3) Homonym

Homonym is the word spelt and pronounced like another word but with the different meaning of all the individual words.

For example:

- Flower   - flour

- She   - sea

- Scream   - cream

- Knew   - news

4) Derivation

Derivation endings indicate the part of speech.

For example:

- Beautiful   - beautifully

- Happy   - happily

- Act   - active

- Asses   - assessment

5) Idiom

Idiom is group of words with a meaning that is different from the meaning of all the individual words.

For example:

- All at once   - suddenly

- To find fault with   - to criticize

- By heart   - by memory

- Now and than   - occasionally