

CHAPTER III

RESEARCH METHOD

3.1. Research Design

The research design used descriptive qualitative. The descriptive qualitative approach aims to summarize the specific event doing by some individuals of a group of people (Lambert, 2012: 255). The descriptive approach aims to describe the phenomenon and its characteristics. This approach more likely to concern what is happening rather than who or why it is happening (Gall & Borg, 2007). A qualitative approach is used in this study. According to Dornyei, 2007 (as cited in Nurbawati, 2019) qualitative approach deals with various data sources including using recorded sounds, texts, and images as the data source. This study has its core in multimodality as the main approach of the analysis. To analyze the data specifically, this study using a non-probability in choosing the scenes that used for analyzing multimodality. Further, this study is using Systemic Functional Linguistics proposed by Halliday (1985). To compare and give the complex data, this study also using the SFL approach proposed by Kress and Van Leeuwen (2006) to analyze three kinds of metafunctions. Ideational metafunction describes through the use of color and background. Interpersonal metafunction describes through gaze, camera angle, and camera shot. The last one, textual metafunction describes information value, salience, and framing.

3.2. Source of the Data

The data are taken from the scenes in *The Hunger Games: Mockingjay Part 2 film*. The duration of the film is 2 hours 17 seconds. The analysis would be focused on visual (images, movement) and spoken aspects that appear in the film.



3.3. Research Instrument

The writer collected the data by capturing all scenes found in the film. Then, it selected specifically and analyzed based on the modes that might appear in the scenes. The scene was collected specifically because the scenes was only a scene that contained modes in three metafunctions: color, background, camera angle, camera shot, gaze, information value, salience, and framing. This study used main tools such as laptop, internet, textbooks, journals, and the previous thesis that have the same field in the multimodal analysis. This study using *The Hunger Games: Mockingjay part 2 film* as the data source which further being used to collect the data.

3.4. Procedure of Data Collection

The data conducted by capturing the scenes in the original film. Further, the procedure of data analysis is described as in the table below:

Table of The Hunger Games: Mockingjay Part 2 scenes

No.	Pictures of scenes	Representation Metafunction		Interactive Metafunction		
		Color	Background	Gaze	Camera Angle	Camera Shot
1.		Grey, Blue, and White	Use of actual place	Direct gaze	Eye-level angle	Medium-close shot
2.		Black and Blue	Use of actual place	Direct gaze	Eye-level angle	Very-close shot

3.5. Procedure of Data Selection

There are a total of more than 300 scenes in *the Hunger Games: Mockingjay Part 2 film*. But, the data are select specifically on the scene which contains the elements or modes presented in three metafunctions: color, background, gaze, camera angle, camera shot, information value, salience, and framing.

3.6. Procedure of Data Analysis

This study analyzing the multimodal elements found in the film. Further, using the SFL approach, it analyses the three metafunctions found throughout the film. First, this study analyses ideational metafunction in the film. In analyzing ideational metafunction the elements that would be analyzed are color and background. Second, this study analyses interpersonal metafunction. The elements that would be analyzed are gaze, camera angle, and camera shot. The last one is analyzing textual metafunction. The elements that would be analyzed in textual metafunction are information value, salience, and framing.