

GESTURES USED BY THE MAIN CHARACTER IN "SPIDER-MAN: NO WAY HOME" MOVIE

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Abstract

This study aims to analyze the gestures used by the main character in Spider-Man: No Way Home movie. The researchers focuses on analyzing the types of gestures used by the main character and the reason why the main character used the gestures. In this research, researchers used theories from Andersen (1999) about gestures. The researchers used a qualitative research approach. In this movie, there are 3 Spider-Mans, but researchers only focus on examining the gestures used by the main character, Spider-Man, played by Tom Holland. The results showed that there are three types mentioned by Andersen in his theory in Spider-Man: No Way Home movie. In this film, Peter Parker uses adaptor gestures 5 times, emblem gestures 2 times, and illustrator gestures 20 times. The total findings that the researchers found amounted to 27 extracts.

Keywords: Gestures, types, reason, Spider-Man: No Way Home.

INTRODUCTION

Language is crucial in human existence. As social beings, humans need interaction with each other. With language, humans can interact well with each other. Humans interact by communicating. Language is the most widely used in communicating because only language can express someone's thoughts. As stated by Newman and Summer (1977): Communication is the sharing of thoughts, information, viewpoints, or feelings between two or more people. Humans interact not only using verbal communication, but humans also communicate using non-verbal communication. Verbal communication is a form of communication in which words are used to transmit information. Blumer (1969) stated: Verbal communication is how we define everything, including thoughts, feelings, experiences, things, and people. Different from verbal communication, non-verbal communication means that humans interact using words and their bodies. Nonverbal communication includes expressions, gestures, paralinguistics, body language, posture, and many more.

Gestures are one of the frequent types of nonverbal communication practiced by humans. Andersen (1999:35) claims: expands on this meaning of kinesics by including nearly all of what a person does or wears on their body. All gestures, head movements, eye movements, facial expressions, posture, and movements of the trunk, arms, legs, feet, hands, and fingers are said to fall under the category of kinesics. There are three main types of gestures: adaptors, emblems, and illustrators (Peter A. Andersen, 1999).

In our daily life, without realizing it we often do the gesture itself. For example: when we say no, we often subconsciously shake our heads from side to side while saying no. and vice versa, when we say yes, unconsciously when we say the word yes, we often subconsciously nod our heads. Another example of gestures is sign language. Sign language is included in gestures because, in its use, we communicate by using hand gestures.

Gestures are also often used in the world of movies. to support the film script, the actor or actress will use gestures. Gestures in movies can help the audience to better understand what the actor or actress is feeling. Based on this, I will examine the gestures used by the main character in the movie Spider-Man: No Way Home.

In this film, there are several types of gestures according to Peter. A. Andersen's theory, namely adaptors, emblems, and illustrators. This study focuses on the gestures used by the main character, namely Peter Parker (Tom Holland). Several studies on gestures have been carried out by several previous researchers. Kamaludin (2018) used the "Assalamualaikum Beijing" movie for his research. From the results of the research "Assalamualaikum Beijing" written by Kamaludin, it can be concluded that there are 5 types of gestures. Analyzed from the film, namely emblematic, iconic, metaphoric, affect and beat. The most dominant type of gesture used in the film is emblematic. The reason why it is dominantly used is because of emblematic gestures. Emblematic gesture is the most well-known of gestures within a culture, and can be highly offensive.

The next study was conducted by Amalia, T. W. (2018) in her research she used "Marlina the Murderer in Four Acts". Her research focuses on analyzing semiotic signs and gestures through verbal and visual signs. The researchers would like to point out that when exploring literary works, such as the film Enigma Code, there are countless semiotic clues and gestures to be found. In this film, Marlina is presented as a person who is not scary but intriguing. The next study was conducted by Muhammad Maulidya Firjatullah, entitled "Verbal Humor in Hololive English Selected Clips Best of Hololive En-October". His research intended to analyze the Verbal Humor in Hololive English Selected Clips Best of Hololive En-October.

The conclusion of the several studies above is that the first researchers seeks to find out what types are contained in the film he is researching. While the second researchers examines verbal humor, which is included in one type of communication, namely verbal communication. This is what makes the difference with my research, which examines non-verbal communication.

The researchers expects that this research will serve as a resource for future researchers. Some problems such as, what type of gesture is used by the main character in the movie Spider-Man: No Way Home, the reason why the main character does that gesture, and finally how he does that gesture.

Based on the background above, the writer formulated the problems as in the following: What types of gestures and why did the main character use that gestures in Spider-Man: No Way Home movie?

Review of Literature

Sociolinguistics

Sociolinguistics has recently acquired relevance, and we are now conscious of the importance of language as a creator of social identity as well as a means of communication (Daniel, D, 2013). Sociolinguistics serves several purposes because language is a human verbal communication instrument with specific rules. Sociolinguistics, in its application, educates you on how to use languages in a certain social situation., as defined by (Fisherman in Chaer and Agustina, 2004: 7). Sociolinguistics provides communication guidelines by demonstrating the variety of languages or the kind of language that is chosen when speaking with specific persons. In Sociolinguistics, language is considered a means of interaction or communication in society.

Communication

Communication is an activity of exchanging information that occurs in society. In the process of exchanging information, there must be someone who acts as a provider of information and someone who acts as a recipient of information. According to Murphy,

Hildebrandt, and Thomas (1997), Communication is the process of sending and receiving signals, both vocal and nonverbal. When the intended response or reaction is received from the target audience, it is considered good.

In the word of Effendy (2003), there are four functions of communication, namely:

1. Conveying Information. Humans can transmit information through communication. As an illustration, consider how personal information is shared on social media, the news is shared on television, and knowledge is shared through books.
2. Educating. Because of the education provided by communication, people develop into excellent people. In order for the infant to learn the language, the mother will speak to him or her. Throughout schools, colleges, and communal life, education is continued through communication.
3. Entertaining. A tool for entertaining someone is communication. A few examples of communication include expressing sympathy when someone is depressed, amusing motivating literature, interesting television programs, and music with uplifting lyrics.
4. Influence. The proverb "*Tak kenal maka tak sayang*" refers to how communication can influence a person's thoughts and behaviors. The act of knowing is accomplished through communication. Environmental socialization is another instance of communication that encourages others to be concerned about the environment.

Non-verbal Communication

Arni (2002: p.131) defines nonverbal cues, such as body language, posture, eye contact, and facial expression, that can be used to convey messages without using words. Facial expressions, voice tone, and pitch, body language gestures (kinesics), and physical space between communicators are examples of nonverbal communication. In addition to spoken (verbal) communication, these nonverbal cues can convey additional information and significance.

1. Kinds of Nonverbal Communication

According to Samovar (2001, p.90), nonverbal communication has ten kinds, they are facial expression, gaze, posture and position, proximity, gesture, physical appearance, paralinguistic, eye gaze, haptics, and proxemics.

a. Facial Expression

Facial expressions are used to express the majority of nonverbal communication. Consider how much information a grin or a pout may convey. Cross-cultural drama, happiness, displays of sorrow, and related wrath and terror may differ. Perhaps the most basic nonverbal means of expressing feelings is through facial expressions. According to several studies, certain essential facial expressions are more common than others. Emotions can be correctly identified by people from distinct cultures.

Face Expression is both a stressor and a manifestation of attitudes and emotions. For example, to turn a public statement into a question. At the end of a phrase, raising your voice draws attention. Expression and voice tones are two of the most crucial ways to convey attitudes and emotions. Emotions must reflect the intended goal. If you appear upset while trying to show a positive attitude, you are unlikely to succeed.

b. Gaze

The phrase gaze describes the behaviors of someone when he or she is looking. The look is an important function for acquiring information. We miss out on essential information about how other people act when we avoid looking; this might be normal in various cultures and settings. You may avoid looking at the speaker out of respect for them,

reluctance to share your emotion, or concern over unwelcome comments. We use our eyes to express our emotions, intentions, and attitudes.

c. Body language and posture

If you want to communicate effectively, you should learn how you can (and cannot) use your body to express yourself. Posture and movements can also convey a great deal of information. While these nonverbal cues can convey attitudes and feelings, research has revealed that Body language is far less consistent and more changeable than previously thought.

Our posture and our body language, in addition to our eyes and facial expressions, communicate our attitudes and feelings. The goal is to maintain a socially acceptable posture and position while projecting a calm and confident personality. Crossing your arms closely across your chest can convey anger or anxiety. Warmth and friendliness are conveyed by a forward lean (leaning toward rather than away from others) with separated arms and legs (rather than tightly crossed).

d. Proximity

The requirements for intimacy differed depending on the country and ethnic group. However, there are acknowledged distance zones that can be applied to situations in general, ranging from intimate, personal, social, and public. An intimate distance of 6 to 18 inches can be both love-making and pleasant.

The range of personal distances is 18 inches to 4 feet, social distances range from 4 to 7 feet in the near phase and from 7 to 12 feet in the far phase. Distances are generally greater in front of others because of unfamiliarity, between 12 and 25 feet or longer. Where people sit or stand will be influenced by their seating or standing preferences. Approaching people too closely may make them feel nervous. People who get along stand closer together than those who do not.

e. Gestures

Deliberate gestures and signs are an important method for conveying meaning without the use of words. Waving, pointing, and using your fingers to depict numbers are typical gestures. Other gestures have odd characters and come from different cultures. Humans communicate or conceal their emotions through gestures such as head and hand movements. They can be used to highlight points, demonstrate points, and control turn-taking. Other actions, such as rubbing your face or head, signal frustration or boredom, whereas nodding repeatedly encourages others to continue talking. Diverse gestures, such as social or polite interaction, such as a handshake or assisting someone with a coat, can be observed in various societies. People also use friendly touch to make gestures, such as wrapping an arm around a friend's shoulder and saying farewell, as well as loving or personal contact, such as kissing or holding hands. The type of touching that is appropriate depends on the situation and the people involved. Touching differences from culture to culture. Touch is used to convey rank or power. People with more status or confidence touch more than those with lesser status.

People prefer to initiate contact by giving rather than by receiving advice or information. Second, instead of reacting to a command, issue one. Third, instead of responding to a request, make one. Fourth, instead of being persuaded, strive to persuade someone else. Fifth, instead of a casual conversation, take part in a serious one. Sixth, instead of going to work, they attend social events such as parties. Seventh, rather than receiving it from someone else, conveys excitement. Eighth, rather than communicating their concerns, they receive them. Miscommunication can happen as a result of a touch,

which can result in a range of unfavorable outcomes. Misinterpretations can be avoided by complementing touches with additional indicators that fit your objectives. To get someone's attention, you could, for example, touch their arm while saying, "Excuse me." By accompanying a touch with a smile and appropriate compliments, you can avoid it being misunderstood as abusive. Adaptor, emblem, and illustrator gestures are the three primary categories of gestures (Andersen, 1999).

1) Adaptors

Physical behaviors and gestures that convey internal feelings such as alertness or worry are known as adaptors. Adaptors might be aimed at oneself, at objects, or other people. In everyday social situations, adaptors happen as a result of unease, worry, or a general feeling that we are not in control of our environment. Many of us unintentionally shake our legs, click our pens, or do other adaptors during courses, meetings, or while waiting to relieve tension. When watching video recordings of their talks, public speaking students discover nonverbal adaptors they were unaware of.

People frequently employ self- or object-focused adaptors when speaking in public. Scratching, twirling hair, and fidgeting with hands or fingers are examples of self-touching activities. Other adaptors involve changing or grooming others, much as how chimpanzees and other primates will take objects from one another. It would be strange for a speaker to walk up to a member of the audience in the middle of a lecture to lint off his or her shirt, straighten a wavy tie, tuck a tag in, or smooth down flyaway hair.

2) Emblems

Emblems are hand motions with a particular meaning. These signs differ from those used by deaf individuals or others who utilize American Sign Language (ASL). They do not belong to a formal sign system like ASL, which is officially taught to a group of individuals, despite having a widely accepted meaning. The hitchhiker's raised thumb, the "OK" sign, which consists of the thumb and index finger connected in a circle with the other three fingers standing upright, and the raised middle finger are examples of gestures that are considered acceptable in their respective cultures.

3) Illustrator

The most prevalent type of gesture is an illustrator, which is used to depict the spoken material with which it is related. Hand motions, for example, could be used to represent an object's size or shape. Illustrators are used more casually than symbols since they rarely have independent meanings. These are essentially instinctual and natural movements that we make as we speak, although their intensity and regularity change depending on the situation. Despite never having had official instruction on the subject, we naturally use demonstrative gestures. Think about the gestures you make when speaking on the phone with a person who cannot see you.

f. Physical Appearance

Color, clothing, haircuts, and other characteristics of appearance are all examples of nonverbal communication. A study on color psychology found that various shades might trigger various feelings. Physical responses, perceptions, and interpretations can all be influenced by appearance. Think about all the fast decisions you make about people based on their appearance. First impressions are extremely crucial; therefore, experts advise job searchers to dress professionally for interviews with potential employers.

By presenting a physical look that matches particular goals, physical appearance can influence how other people react. Physical appearance includes facial features, sanitation, neatness, haircut, skin, jewelry, makeup, posture, and clothing style with accessories such

as hats. These characteristics make an impression on others. Consider attractiveness, social position and standing, conformity, intelligence, personality, style, taste, sexuality, and age. Many studies have indicated that first social relationships are influenced by physical appearance. People's perceptions of someone's similarity to or compatibility with themselves, as well their belief in that person's capacity to complete tasks successfully, all have an effect on how credible and attractive that person appears to others.

g. Eye gazed

Looking, staring, and blinking are all nonverbal behaviors that might be significant. People's blink rates rise and their pupils dilate when they interact with items or people they like. Looking at another person can convey a range of emotions, including hatred, interest, and attraction.

h. Haptics

Touch communication is another important nonverbal action. Numerous studies have been done on the value of touch throughout childhood and teenage years. A lack of connection and interaction prevents development, as Harry Harlow's seminal study on monkeys showed. Baby monkeys reared by wire mothers showed persistent abnormalities in social interaction and behavior. Intimacy, affection, sorrow, and other emotions can all be expressed through touch.

i. Proxemics

Personal space requests are frequently made by individuals and are an example of nonverbal communication. The quantity of space we need and perceive as belonging to us is influenced by a wide range of variables, including social norms, environmental conditions, personality traits, and familiarity. The required quantity of personal space, for example, varies frequently between 18 inches and four feet when two people are conversing casually.

Movie

Movie or also known as a film is a form of visual communication. because in a film there are moving images and also equipped with the sound that provides a series of stories for the audience to enjoy. Movies can also help viewers to obtain information. According to Hornby (2006:950), A movie is a collection of moving pictures and sound that conveys a story and is broadcast in a theater. Movies or films are used to refer to individual motion pictures, the field of movies as an art form, and the motion picture business. Movies are created by either using cameras to capture images from the outside world or by creating images using animation or special effects.

METHOD

Research Design

The researchers requires a research design for conducting research. The research design refers to the approach for integrating the many components of research initiatives in a cohesive and coherent way. In this research, the researchers used a qualitative approach because this study focuses on analyzing or interpreting the gestures used by the main character in Spider-Man: No Way Home movie. Ary (2010:424) states that the qualitative inquirer deals with data that are in the form of words or pictures rather than numbers and statistics. Moreover, Kumar (2011) defines, A descriptive study aims to provide a systematic description of a situation, issue, phenomenon, or service, as well as details about the community's living circumstances and attitudes toward a problem.

Source of Data

The data from this research is one of the Sony films released on December 15, 2021. The reason why the researchers chose this film as the data for this research is that this film is the highest-grossing film throughout 2021. No wonder, because since this film released its trailer, many fans and non-fans are looking forward to the release of this film. And also the reason the researchers chose this film was that the researchers had already found out about the theory that would be used to conduct the research and when the researchers watched this film, I realized that there were several gestures mentioned by Andersen in his theory of gestures.

Procedures

To conduct this research, the researchers carried out the research stages as below:

1. Watching the movie
2. Taking notes
3. Grouping the data
4. Transcribing and analyzing the data
5. Taking conclusion

Data Analysis

The researchers analyzed the data by using the descriptive qualitative method. Analysis of the data that will be used by the researchers is based on (Miles, Huberman, & Saldaña, 2014), which is divided into three parts: data condensation, data display, and conclusion drawing and verification.

1. Data Condensation

Data condensation is the first stage that will be used in conducting this research. In this stage, the researchers will select, abstracts, and transforms the data. The researchers selects and sorts the necessary and unnecessary data.

2. Data Display

The second step is to display the data. At this stage, the researchers displays data that has been compiled or organized which will then lead to drawing conclusions. At this stage, the researchers is able to see clearly the data from the research that has been done.

3. Drawing and Verifying Conclusion

The final step is drawing conclusions and verifying. At this stage, the researchers provides a brief explanation of the data that has been found and concludes the results of the research.

FINDINGS AND DISCUSSION

Findings

This section contains research results of the analysis of gestures used by the main character in "Spider-Man: No Way Home" movie, namely Peter Parker (played by Tom Holland).

Types of Gestures and Reasons Why the Main Character Gestures in Spider-Man: No Way Home Movie

Adaptor

Extract 1:

Reporter: *"The crowd has continued to grow here all morning long at the Midtown School of Science. The crowd seems evenly divided between supporters of Spider-Man and protestors"*

In this extract, when Peter Parker's identity was revealed that he is Spider-Man and MJ is his girlfriend, many people gather at Peter's school. Among the many people were reporters who were broadcasting at Peter's school. The crowd sided with Mysterio, which

made them blaspheme Spider-Man. They all cursed Spider-Man because of the misunderstanding that Spider-Man had killed Mysterio. To get into the school Peter had to pass through the crowds. Peter walks with MJ and Ned. Peter felt nervous and anxious because he had to face a crowd of people who hated him. Therefore, Peter walked while holding MJ's hand to reduce his nervousness.

This gesture made by Peter belongs to the adaptor type because Peter makes this gesture to relieve the discomfort he feels when he has to pass through so many crowds of people.

The reason why Spider-Man did the gesture in extract 1

According to Andersen's theory, adaptors are gestures that a person makes to express discomfort or worry. Adaptors can be addressed to ourselves, objects, or other people. As we can see in the image contained in extract 1 above, Peter makes a gesture that belongs to the adapter type because he is feeling uncomfortable, anxious, and afraid because he has to pass through a crowd of people who hate him because of the news that is spreading about him. He held MJ's hand to relieve the tension he was feeling.

Extract 2:

Teacher: *"Feel free to walk or swing through the hallway. Or crawl on the ceiling to avoid everybody."*

Teacher: *"We all know you can do it."*

Peter: *"I'm just gonna..."*

When they were about to enter the school, Peter and MJ were detained for questioning at the school entrance. After Peter finished being examined, he wanted to wait for MJ so he could enter the school together. However, the inspection officer restrained MJ and told Peter to come in first. This made Peter have to go to school alone. When Peter entered his school, it turned out there was also a large crowd of people inside it. Peter walked through the crowd feeling nervous because the news was that Peter was Spider-Man and he had also killed Mysterio.

From the situation above, it can be seen that Peter is showing the adaptor gesture. This can be seen from Peter's movement when he squeezed his finger with his head down.

The reason why Spider-Man did the gesture in extract 2

In this extract, the reason Peter made the adaptor gesture was that when he entered the school, he still had to pass through a large crowd of people who kept looking at Peter. Previously Peter did the adapter gesture and it was addressed to MJ, now Peter is doing this gesture and it is addressed to himself. Peter squeezed his hand to relieve the tension he was feeling.

Emblem

Extract 3:

Happy: *"oh, my God. We didn't see anything."*

Peter Parker: *"This is not what it looks like, Happy."*

Peter Parker: *"no, no, no, May. this is not what it looks like"*

May: *"just practice safe"*

In this extract, Peter Parker takes MJ to hide from the past after Peter Parker's identity was revealed to the public that he is Spider-Man and MJ is Peter Parker's girlfriend. Peter took MJ to his aunt's house, May. At May's house, there is Happy, who is May's boyfriend and they are arguing about their relationship which is currently foundering. Then Happy heard a sound and he wanted to confirm the sound. Happy heads into a room and finds Peter and MJ discussing the matter of his identity being exposed. But when Peter and MJ were discussing the issue of his identity being exposed, Peter

Parker had just taken off his Spider-Man suit and MJ's hand was holding Peter's face. This makes Happy and May misunderstand Peter and MJ. Peter tried to convince Happy and May that what had actually happened was not what Happy and May had imagined.

As can be seen from the image above, this gesture is included in the emblem-type of gesture. Peter opened his hand and shook it for a while saying "No, no, no May. This is not what it looks like"

The reason why Spider-Man did the gesture in extract 3

Based on Andersen's theory, the emblem-type of gesture is a gesture that has a specific meaning and has been culturally accepted. Peter made this gesture because he was trying to convince Happy and May that what happened was not what they had in mind. He did this gesture to demonstrate the words "No, no, no".

Extract 4:

Peter Parker: *"um, hi."*

Peter Parker: *"hi? I am..."*

Wong: *"the most famous person in the world. I know."*

In this extract, after Peter and his friends receive a letter that they were not accepted into MIT because of news about Spider-Man, Peter feels that it is unfair to MJ and Ned. For Peter, MJ and Ned should be accepted into MIT. Therefore, Peter went to look for Dr. Strange with the intention of asking Dr. Strange to go back to when his identity was exposed by Mysterio and stop it so the world never knows Spider-Man's true identity. When he arrived at Dr. Strange's place, Peter saw two strangers clearing snow at Dr. Strange's place.

Peter greeted the two men by saying "um, hi." while making a waving gesture to the two people. When Peter was about to introduce himself to the two people, suddenly someone named Wong came out and interrupted Peter's sentence by saying "the most famous person in the world. I know".

The reason why Spider-Man did the gesture in extract 4

The reason why Peter did this gesture was to greet people. As Peter enters Dr. Strange, he saw and greeted two people who were cleaning the snow by saying hi while raising his hand and waving at them. As the researchers explained earlier, an emblem is a gesture that is culturally accepted.

c. Illustrator

Extract 5:

Peter: *"Well, I, um...really appreciate you doing this for me, sir."*

Dr. Strange: *"Don't mention it and don't call me sir."*

Peter: *"Right. Sorry."*

Dr. Strange: *"You ready?"*

Peter: *"I'm ready"*

After Peter and his friends read a notification letter from MIT that the three of them were rejected, Peter took the initiative to help his two friends get accepted into MIT. Peter went to Dr. Strange to enlist his help in getting back to when Mysterio revealed Spider-Man's true identity. Because according to Peter all these bad things stem from the exposure of his true identity as Spider-Man. When he arrives at Dr. Strange, Dr. Strange is willing to help Peter. However, instead of returning to when Mysterio uncovered Spider-Man's true identity, he will help by using a spell to erase everyone's memories of Spider-Man's true identity in the world. Dr. Strange started his spell and asked Peter if he was ready.

Peter answered questions from Dr. Strange by saying "I'm ready" while nodding his head. This movement made by Peter is included in the illustrator's gesture as a sign that he is ready.

The reason why Spider-Man did the gesture in extract 5

In this extract, the reason Peter Parker made the gesture was to demonstrate the word "i'm ready" when he was talking to Dr. Strange. Dr. Strange asked Peter if he was ready, Peter answered while nodding his head.

Extract 6:

Dr. Strange: *"Nice knowing you, Spider-Man."*

Peter: *"Wait, excuse me?"*

Dr. Strange: *"The entire world's about to forget that Peter Parker is Spider-Man. Including me."*

Peter: *"Everyone? Uh, can't some people still know?"*

Dr. Strange: *"That's not how the spell works and it's very difficult and dangerous to change it mid-casting."*

Peter: *"So my girlfriend's gonna forget everything? Is she even gonna be my girlfriend?"*

Dr. Strange: *"Was she your girlfriend because you were Spider-Man?"*

Peter: *"I don't know. I really hope not."*

Dr. Strange: *"All right, fine."*

When Dr. Strange tells Peter that the spell he will use will make everyone forget Peter Parker's identity as Spider-Man, including Dr. Strange himself. This leads Peter to question if even MJ will still be his girlfriend, Dr. Strange responded by saying that it depended on whether MJ liked him as Peter Parker or Spider-Man. Peter answered questions from Dr. Strange by saying that he didn't know and that he also hopes MJ likes him as Peter Parker.

Peter answered Dr. Strange's question while shrugging his shoulders which is an illustrator gesture as a sign that Peter doesn't know.

The reason why Spider-Man did the gesture in extract 6

The reason why Peter does that gesture in this extract is to demonstrate the words "I don't know" while he is watching Dr. Strange cast a spell on Peter. Dr. Strange asks Peter if MJ wants to be his girlfriend because he's Spider-Man or because Peter Parker. Peter answered "I don't know" while making that gesture.

Discussions

Based on the results that have been found by the researchers in the film Spider-Man: No Way Home, the researchers attaches a brief discussion based on this research. This study discusses the gestures used by the main character in the film Spider-Man: No Way Home. Nonverbal communication has several types, namely, facial expression, gaze, posture and position, proximity, gesture, physical appearance, paralinguistics, eye gaze, haptics, and proxemics. However, in this study, the researchers will focus on one type of nonverbal communication which is gestures.

According to Samovar (2001, p.90), gestures are an important method of conveying meaning without having to use words. Waving, pointing, and using your fingers to depict numbers are typical gestures. Other gestures have odd characters and come from different cultures. Waving, pointing, and using your fingers to depict numbers are typical gestures. Humans communicate or conceal their emotions through gestures such as head

and hand movements. They can be used to highlight points, demonstrate points, and control turn-taking.

Gestures are also often used in the world of movies. To support the film script, the actor or actress will use gestures. Gestures in movies can help the audience to better understand what the actor or actress is feeling. Based on this, the researchers examines the gestures used by the main character in the movie Spider-Man: No Way Home.

There are two main points of discussion, namely the type of gesture used by the main character and the reason why the main character uses the gesture. There are 3 types of gestures based on the theory from Andersen (1999): adaptor, emblem, and illustrator.

Based on the findings that have been found by the researchers in the film Spider-Man: No Way Home, there are 27 gestures used by the main character based on the theory of Andersen. There are 5 adaptor gestures, 2 emblems, and 20 illustrators.

For the first type, namely adaptor, the researchers found 5 extracts. Adaptor is Physical behaviors and gestures that convey internal feelings such as alertness or worry. Adaptors might be aimed at oneself, at objects, or at other people. In everyday social situations, adaptors happen as a result of unease, worry, or a general feeling that we are not in control of our environment. The main character in Spider-Man: No Way Home, Peter Parker, played by Tom Holland, makes this adaptor-type gesture because he wants to relieve or dampen the feelings of discomfort, anxiety, and tension that he feels when he is faced with several problems. One example is when Spider-Man's true identity is revealed to the public and news spreads that he killed Mysterio. When Peter goes to school, he has to face a lot of people who blaspheme him because they are all Mysterio supporters. Peter had to make his way through the crowd. He made an adaptor gesture to ease the discomfort he was getting from his surroundings.

For the second type, namely emblem, researchers found 2 extracts. Emblems are gestures that have a specific meaning. Culturally acceptable gestures include the raised thumb of a hitchhiker, the "OK" sign, which consists of the thumb and index finger joined in a circle with the other three fingers standing erect, and the raised middle finger. Peter Parker made this gesture several times, such as when he tried to convince Happy and May when Peter was found to be with MJ in the room and at that time Peter was not wearing a shirt. Peter reassures Happy and May by saying no. Peter said so, waving his hand. Besides, as Peter went to Dr. Strange's place to ask him for help, he greeted the two people he saw cleaning the snow. Peter greeted the two people by saying hi while half-raising his hand and waving it slightly at the two people.

For the third type, namely illustrator, researchers found 20 extracts. Illustrator is the most prevalent type of gesture, which is used to depict the spoken material with which it is related. Hand motions, for example, could be used to represent an object's size or shape. Illustrators are used more casually than symbols since they rarely have independent meanings. These are essentially instinctual and natural movements that we make as we speak, although their intensity and regularity change depending on the situation. In the movie Spider-Man: No Way Home this type of gesture is most often used by Peter Parker. As the researchers explained above, based on Andersen's (1999) theory, illustrator is a gesture used to describe words that relate to the movements performed. For example, when Peter manages to fight Dr. Strange and Peter manages to hold Dr. Strange in the mirror dimension, Peter returns to the place where MJ and Ned are. Peter explains to MJ and Ned about what he is doing while he is inside the mirror dimension created by Dr. Strange. He explained that he was swinging between the buildings. Peter explains this to

MJ and Ned while making gestures inverted v pose and he wiggles his fingers to visualize the word swinging.

Previous research that also discusses gestures in the film has been carried out by Kamaluddin (2018) with the title semiotic analysis of gesture on film "Assalamualaikum Bijing". The difference between the results of the study conducted by the previous researchers and this study is that the previous study analyzed the semiotics of the gestures contained in the film Assalamualaikum Beijing, while this study only focused on the gestures used by the main character in the film Spider-Man: No Way Home. Another difference is also in the theory used in conducting research. But unfortunately, the researchers from the previous study did not list what theory and whom he used in his research.

CONCLUSION

Based on the findings and discussions, the researchers obtained several points that could lead to an easier understanding of this research. Based on the results of the analysis, the researchers can conclude that the main character in "Spider-Man: No Way Home" movie used gestures to support the film script. Gestures found in the "Spider-Man: No Way Home" movie are divided into 3 types, namely illustrators, adaptors, and emblems.

Gestures in movies can help the audience to better understand what the actor or actress is feeling. In addition, gestures also have an important role in terms of communicating in everyday life. This is because gestures can be an alternative communication in which a word or utterance can be conveyed through movement or action. In the movie "Spider-Man: No Way Home", the gesture that is often used by the main character is the illustrator-type gesture. This type of gesture is most often used by Peter, the main character in this film, to clarify the sentences he wants to say using gestures. Mostly, Peter makes gestures with the illustrator type by making hand movements, such as movement in some direction, object, or person. This gesture made by Peter proves that it is an illustrator-type gesture that truly "illustrates" what we are saying. Furthermore, the second gesture that is often performed by the main character in this film is the adaptor-type gesture. Adapter-type moves are used by the main character in this film as a tranquilizer or stress reliever. Adapters can be addressed to ourselves, objects, or other people.

The main character in this film does gestures in the adapter type mostly because he feels uncomfortable, anxious, and afraid. The form of adapter-type movement performed by the main character in this film is done, for example, by taking a deep breath, squeezing his own hand, hugging his favorite person, and holding the hand of someone who is near him. The last type of gesture used by the main character in this film is the emblem type gesture. This gesture is a form of gesture that is universal or widely understood or known by everyone. Emblems are deliberate movements of the body that are consciously sent and easily translated into speech. The main character in this film uses gestures with emblem types to make it easier to say what he wants to say through movement. Movement with the type of symbol used by the main character in this film is done by moving his index finger as a sign of refusal and also raising his hand and waving his hand when meeting and greeting other people.

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