

Albert's Nonverbal Communication with Selective Mutism in *Fun Size* Movie: Cognitive Semantic Perspective

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Abstrak

Dengan menggunakan bahasa untuk berkomunikasi, maka akan mempermudah manusia untuk menyampaikan tujuan dalam berkomunikasi. Seperti halnya saling ingin mengerti satu sama lain, mengirim informasi, dan menyampaikan pendapat atau sudut pandang. Namun, selain komunikasi verbal, manusia juga menggunakan komunikasi nonverbal di kehidupan sehari-hari. Orang yang memiliki gangguan dalam komunikasi verbal seperti tuli atau bisu, tentunya mereka akan menggunakan bahasa nonverbal. Di sisi lain, ada pula orang-orang yang memiliki kemampuan untuk berbicara atau berkomunikasi dengan verbal tetapi dengan sengaja mereka tidak mau berbicara untuk berkomunikasi dengan orang lain. Beberapa anak di usia dini juga memiliki gangguan berkomunikasi dengan orang lain. Salah satu gangguan itu muncul dalam penelitian ini, dimana salah satu karakter yang muncul dalam film *Fun Size* menggunakan komunikasi nonverbal untuk berkomunikasi karena dia melakukan selektif mutisme. Untuk memahami bahasa nonverbal yang Albert gunakan dalam subjek penelitian ini, maka dalam penelitian ini akan memahami kategori dan arti dari bahasa nonverbal yang Albert gunakan. Dengan menggunakan teori semantik kognitif sebagai teori dasar, maka memahami bahasa nonverbal dari sudut pandang Albert. Penelitian ini menggunakan metode deskriptif kualitatif karena data yang digunakan berupa gambar dan percakapan yang diambil dari beberapa adegan film *Fun Size*. Penelitian ini mendiskusikan dua pokok permasalahan yang diangkat dari data yang didapatkan. Permasalahan pertama digunakan untuk meneliti tipe-tipe komunikasi nonverbal yang sering digunakan oleh Albert selama mutisme. Kedua, penelitian ini mendeskripsikan tentang makna dari komunikasi nonverbal yang digunakan Albert dalam dari sudut pandang semantik kognitif. Hasil penelitian ini memaparkan pengkategorian dan penginterpretasian macam-macam komunikasi nonverbal yang digunakan oleh Albert dalam film *Fun Size*. Kategori-kategori tersebut meliputi gestur, ekspresi wajah, kontak mata, dan gerakan kepala dan postur. Dari beberapa kategori tersebut, tipe gesture dan tipe ekspresi wajah adalah tipe-tipe komunikasi nonverbal yang paling sering digunakan oleh Albert di dalam film *Fun Size*. Dari semua hasil penelitian nonverbal yang Albert gunakan memiliki arti berdasarkan sudut pandang Albert.

Kata Kunci: komunikasi nonverbal, selektif mutisme, semantik kognitif

Abstract

By using the language to communicate, it helps the people to convey the purpose of communication such as to understand each other, to send the information, and express their opinion or perspective. However, beside verbal communication, people usually also use nonverbal communication in daily life. The people who have difficulties like deaf or mute in using verbal communication, actually they will use nonverbal communication. In the other hand, there are some people who have ability to talk or use verbal communication but they do not want to use verbal communication to communicate with other deliberately. Some of children also have difficulties in communication with others. One of the difficulty that is appeared in this study, where one of characters in *Fun Size* movie used, is nonverbal communication to communicate with other cause of he suffers Selective Mutism. To understanding the nonverbal that Albert used as the subject study, this research needs to know the categorizing and the meaning of nonverbal communication of Albert by use cognitive semantic theory as the theoretical frame work of the Albert perspective. This study uses descriptive qualitative method since the data that have been used are obtained from scene that contains figure and conversation in *Fun Size* movie. This research discusses two main research questions. The first research question is proposed to describe the types of Nonverbal communication that Albert uses during Mutism. The second research question proposed is to describe what the meaning of nonverbal communication of Albert in cognitive semantics is. The result of this study shows the categorization and interpretation of nonverbal communication which Albert uses in *Fun Size* movie. Those categories consist of Gesture, Facial Expressions, Eye Contact, and Head Movement and Posture; where among those categories, gesture types and facial expression types are the most nonverbal communication that Albert uses during in the "Fun Size" movie. From the result of this study, found that all of nonverbal that Albert used is based on the Albert's perspective.

Key words : Nonverbal communication, Selective Mutism, and Cognitive Semantic

INTRODUCTION

Everyone use the language to interact each other. The use communication in their life as the medium usually people use verbal communication as the way to interact with others. People need to talk each other to send their perception or information they have. They need to understand each other. By using the language to communicate, it helps the people to convey the purpose of communication such as to understand each other, to send the information, and express their opinion or perspective. However, beside verbal communication, people usually also use nonverbal communication in daily life. Sometimes common people use nonverbal communication as the supporting or emphasizing of verbal communication, but the other people also use nonverbal communication as the main language to communication. The people who have difficulties like deaf or mute in using verbal communication, actually they will use nonverbal communication. These people are the people who do not have ability or capability to use verbal language, so they use nonverbal as the solution to communicate. In the other hand, there are some people who have ability to talk or use verbal communication but they do not want to use verbal communication to communicate with other deliberately. This phenomenon called as the selective mutism of communication disorder.

The people with difficulty in expressing thought and idea has possibility that he or she has social communication anxiety disorder, and it is called as Selective Mutism. Selective Mutism will use for analyze this study. Selective Mutism is defined as a persistent failure to speak in social situations like at school or playing with friends when speaking is expected, though speaking in other situation, interference that disrupt of education or occupation accomplishments or with social communication "(Krysanski, 2003:29). Selective mutism (SM) is a disorder primarily found in young children who talk freely in some settings, but are mute in others (American Psychiatric Association, 2000). With the clearer understanding of Selective Mutism, that Selective Mutism is an interference suffered by someone who has capability to speak, however consciously they do not want to speak in specific situation caused by some of reasons. Selective Mutism is more common happen to children; because children through infancy when they grow up with meet new terms and they are feel have social phobia or social anxiety. Selective Mutism as one of problem in children's development is needs to analyze how the people who suffered selective mutism communicate with other.

Commonly, sufferers of *Selective mutism* are children. There is a character in "*Fun Size*" movie which experiences about *Selective mutism*. That character is Albert, as the son of Joy De Santis. This character has something that needs to explore because the people absolutely do not know in what phenomenon of linguistic does happen to the subject of this movie viewed through *Selective mutism* approaches. Albert as the character in the movie is deliberately doing *mutism*. The phenomenon

of *mutism* then is interesting to be analyzed because this study tries to find out how the children who suffer *mutism* do the communication with other people.

Nonverbal communication is used by the people who cannot convey their information in verbal communication. According to Jones Jr. (2013:181), nonverbal communication is a process of generating meaning by applying behavior rather than words. Nonverbal communication is the alternative way to communicate the other people, when someone cannot use verbal communication. The comprehension of nonverbal communication can give the categorizing for the people who suffer *selective mutism*.

Moreover, to understand the meaning of nonverbal communication of this study, the research uses cognitive semantic theory as the theoretical frame work of the Albert's perspective. Cognitive semantic is the new comprehension of cognitive linguistic. Whereas, to interpret the meaning of language, it needs cognitive ability, as the way to find the meaning based on the perspective of the user of language. According to Evans (2006:156), cognitive semantics is study of the relationship between experience, embodied cognition and language.

Thus, the purpose of this study is to analyze how to know the types and the classification of nonverbal communication that Albert uses during *selective mutism* and describe what meaning of nonverbal communication that Albert uses through cognitive semantics.

By using the theory of nonverbal communication such as gesture, facial expressions, eye contact, head movement and posture, it is expected to know about types of nonverbal communication. Meanwhile, for analyzing how the character communicates, it is used nonverbal language approaches. By using cognitive semantics, the writer is able to categorize the use of nonverbal communication of Albert to communicate with other people. It is because by applying cognitive semantics, it will be easy to get the meaning based on the context. Context will also support the comprehension of each meaning of nonverbal communication that Albert uses in the movie.

Previous study also can support the study to analyze the data. The example of the previous study in "*Facial expression and gesture of body language analysis of the male main character Jack Mccall in a thousand words movie*", by Riskiva (2012) This study also use the nonverbal communication as the approach. This study is focus on the facial expression and the gesture of body language or *kinesics*. The previous study also uses the social context as the supporting analysis. However, the difference between this study and previous study is object and approaches, where the study of Albert selective mutism uses cognitive semantics as the interpretation of the meaning of nonverbal communication.

By analyzing the types of some nonverbal communication that Albert uses in the movie, it is expected that this study can give more detail analysis about how the nonverbal communication is used based on the cognitive process in human mind by using the

theories of automatic cognitive and cognitive semantics related to the context. The context of the movie in this study shows the support in getting the interpretation of the meaning of the analysis

RESEARCH QUESTION

Based on the background of the study, this paper discusses the types of Non-verbal communication that Albert uses during Mutism and meaning of nonverbal communication of Albert in cognitive semantics perspective

THEORETICAL FRAMEWORK

1. Nonverbal Communication

Nonverbal communication is the part of communication where almost people use it as universal language. Lot of people use nonverbal communication. Nonverbal communication is the human process of generating meaning by applying behavior other than word (Jones Jr. 2013:181). Many people have reasons to use nonverbal communication in their live, including to the people who is doing *selective mutism*. When someone deliberately wants not to speak or use the verbal language, indirectly he or she will use nonverbal communication to interact with other people. Nonverbal communication used by someone which has language disorder including to people who cannot express thoughts and ideas in their mind or expressive language. Nonverbal communication has several types, kinesics, haptic, vocalic, proxemics, and chronemic. However, this study just uses one type of nonverbal. It is kinesics or called as body language. Kinesics is formed from the word *kinesis*, "movement," and refers to the study of hand, arm, body, and face movements. Specifically, this section will outline the use of gestures, facial expression, eye contact, and head and posture of nonverbal communication. (Jones Jr., 2013:196)

1. Gesture

Gesture is movement part of the body which has several meaning depend on the context or situation. Gesture also focuses in hand movement to express the meaning. There are three main types of gestures: adaptors, emblems, and illustrators. (Andersen, 1999:36)

Adaptor is category of gesture that use touching behaviors and movements for indicate internal states typically related to arousal or anxiety. Adaptors also able to targeted toward the self, objects, and the other thing. In regular social situations, adaptors result from uneasiness, anxiety, or a general sense that we are not in control of our surroundings. Sometime people unconsciously click pens, shake our legs, or engage in other adaptors during classes, meetings, or while waiting as a way to do something with our excess energy. Public speaking students who watch video recordings of their speeches notice nonverbal adaptors that they didn't know they used. In public speaking situations, people most commonly use

self- or object-focused adaptors. Common self-touching behaviors like scratching, twirling hair, or fidgeting with fingers or hands are considered self-adaptors. Some self-adaptors manifest internally, as coughs or throat-clearing sounds. Sometimes, people play with erase markers, their note cards, the change in their pockets, or the lectern when they communicate with other. Use of object adaptors can also signal boredom as people play with the straw in their drink or peel the label off a bottle of beer. Smartphones have become common object adaptors, as people can fiddle with their phones to help ease anxiety.

Emblem is gestures that have a specific agreed-on meaning. These are still different from the signs used by hearing-impaired people or others who communicate using American Sign Language (ASL). Even though they have a generally agreed-on meaning, they are not part of a formal sign system like ASL that is explicitly taught to a group of people. A hitchhiker's raised thumb, the "OK" sign with thumb and index finger connected in a circle with the other three fingers sticking up, and the raised middle finger are all examples of emblems that have an agreed-on meaning or meanings with a culture. Emblems can be still or in motion; for example, circling the index finger around at the side of your head says "He or she is crazy," or rolling your hands over and over in front of you says "Move on."

Illustrator, the most common type of gesture and are used to convey the verbal message they accompany. For instance, when people use hand gestures to indicate the size or shape of an object. Illustrator is not like emblems, that illustrators do not typically have meaning on their own and are used more unconsciously than emblems (Anderson, 1999). These are involuntary and seemingly natural gestures flow from us as we speak but vary in terms of intensity and frequency based on context. Though people never explicitly taught how to use illustrative gestures, we do it automatically. Sometimes people also use gesture to illustrate object when they communicate by using phone. It is the way how illustrator gesture applies in the real life.

2. Facial Expressions

Faces of people are the most expressive part in our bodies. Think that how photos able to often intended to capture a particular expression "in a flash" to preserve for later viewing. Although the photo is a capturing in time, we can still translate many meaning from a human face caught in a moment of expression, and basic facial expressions are recognizable by humans all over the world. Much research has supported the universality of a core group of facial expressions: happiness, sadness, fear, surprising, anger, and disgust (Anderson, 1999);

3. Eye Contact

People communicate through eye behaviors, primarily eye contact. When eye behaviors are often studied under the category of kinesics, they have their own branch of nonverbal studies called oculusic (Andersen, 1999), that comes from the Latin word *oculus*, meaning "eye." The face and eyes are the main point of focus during communication, and along with our ears our eyes take in most of the communicative information around us.

4. Head Movement and Posture

Head movements and posture together because they are often both used to acknowledge others and communicate interest or attentiveness. In terms of head movements, a head nod is a universal sign of acknowledgement in cultures where the formal bow is no longer used as a greeting. Sometime people also move our head to indicate interest. For example, a head up typically indicates an engaged or neutral attitude, a head tilt indicates interest and is an innate submission gesture that exposes the neck and subconsciously makes people feel more trusting of us, and a head down signals a negative or aggressive attitude.

2. Selective Mutism

Selective mutismis characterized by a consistent failure to speak in specific social situations in which there is an expectation for speaking. Children with selective mutism have the ability to both speak and understand language, but fail to use this ability as the result of what we would consider social anxiety in adults. Most children with selective mutism function normally in other areas of their lives. The principal problem in children with selective mutism is anxiety. This anxiety (which causes avoidance) is closest to the definition of social anxiety disorder in adults. Indeed, most adults with social anxiety disorder relate strongly and can fully understand selective mutism, even though they themselves did not have this problem. Selective mutism is part of language disorder that causes by multifactorial disorder or some factors, which can causes language disorder, translated by Chaer in book, entitled *Psikolinguistik Kajian Teori*. According to Chaer (2009:151), stated that the person who was silent as non-verbal actions can consider suffering from hysterical mutism, when in fact it is a hysterical conversion syndrome. Where, hysteria is another elective mutism because mutism only directed at certain people.

3. Automatic Cognitive Process

As the one of theoretical frameworks in this study, automatic cognitive process uses as the connection between nonverbal communications by object mutism and cognitive semantics as the process interpretation. Where certainly, automatic cognitive bases of nonverbal behaviors (Lakin, 2006:63). Base on the automatic

cognitive process, nonverbal communication be distinguished by consciously and unconsciously, A process to be more controlled or more automatic seems necessary before turning attention to specific examples of nonverbal communication and their relationship to automatic cognitive processes (Lakin: 2006). The cognitive processes associated with nonverbal communication can occur with awareness, but they are also likely to, and in fact often do, occur without conscious awareness (for a review, see Hassin, Uleman, & Bargh, 2005).

4. Cognitive Semantics

The modern comprehension of the semantic theory, Cognitive semantics is study about the conceptual system in human mind, experience, and semantics structure. According to Evans (2006 : 156), Cognitive semantics as an approach to conceptual structure and linguistic meaning. Cognitive semantics try to focus in the model of human thought because we can find the meaning of a communication by our interpretation in mind. Cognitive semantics, claims that the meanings of words are located in our heads (Krois, Rosengren, Steidele, and Westerkamp : 2007).

METHOD

The methodology descriptive qualitative was more compatible than calculation or quantitative method. Qualitative descriptive approach able to analyzed the research question in chapter 1, because this study tried to find the categorizing and the interpretation nonverbal language of Albert who suffered selective mutism. According to Vanderstoep and Johnston (2009:167), qualitative research method has a purpose or point in descriptive explanation that predictive and the research will understandable. With the qualitative descriptive method this study would more effective to categorizing and interpret the results this study.

This study chose one of character in *Fun Size* Movie. That character was Albert, where he did selective mutism during the movie. Albert is a boy who has not spoken for nearly a year after his father is passing. And he is an eight-year-old boy, so he did not want to talk with the other people deliberately. So, he used nonverbal language to communicate with his interlocutor. Based on this movie, Albert did mutism because he had a problem with his parents. Therefore, Albert was child that can communicate with other people with just used nonverbal language. There are four techniques that can be used in collecting data in qualitative approach such as interviews, analysis of document and material, ethnography observation, and visual analysis Vanderstoep and Johnston (2009:189). This study used analysis document and visual analysis to collect the data. Because of the data

in this study was collected from the scene and script of the *Fun Size* movie that from Albert's nonverbal language. To find the answer of research questions was needed different aspects in each research questions. There were two aspects that need to answer research question 1 (RQ1), it consist of nonverbal language and type of nonverbal language that Albert used. Then, to answering research question 2 (RQ2) consist of nonverbal language, context, interpretation nonverbal communication.

FINDING AND DISCUSSION

Find

Datum 1

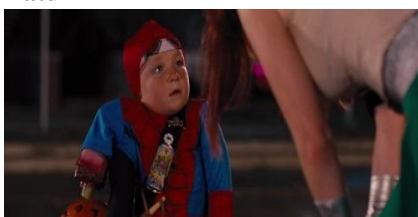


Figure 1. Albert uses raise arms as the arms signal as gesture

Scene 1

Galaxy Scout : Hey, there, little guy. Where's your family?

Albert : _____(raise his arms)

Context :

Albert expresses his gesture by using his arms for giving meaning of the response when he interacts with the girl who wearing Galaxy Scout's costume in Halloween party. Accidentally when Albert get lost in Halloween's night he met with someone and tried to join the party.

According to datum 1 from the display for research question 1, Albert as the main character in this study as the object mutism makes a gesture when he interacts with his interlocutor. This gesture is categorized as Adaptor gesture, where this gesture did unconsciously or general sense that we are not in control or awareness. The adaptor gesture that Albert uses has the recognition pattern as the sign of gesture. His sign is the arms signal where Albert raises up his arms. This gesture also called as the shoulder shrug as the universal gesture to show confusion or that person who does not know or does not understand about something. Based on the context, actually Albert has question from the girl who wearing Galaxy Scout's costume. She asked "where's your family?", and the Albert tried give response that he did not know where was his family by using the gesture like in table number 2, because Albert was lost.

Datum 2



Figure 2. Albert used sign horn of Spiderman to pointing as the gesture

Scene 10

Jorge : Cruddy. Over-the-counter crap. (throw the candy)

Albert :(Mad and give sign horn of spiderman

Context :

In this scene was almost similar with the table number nine, but Albert used different gesture to express his emotion to Jorge. After was getting angry to Jorge, Albert tried to take a revenge into Jorge of what Jorge did to Albert. Albert used the gesture sign horn of Spiderman to point Jorge as the person who Albert's hate.

Albert used the gesture with categorized as emblem gesture. Emblem gesture that used by Albert has specific meaning in perspective of Albert. The recognition pattern of emblem gesture of Albert is sign horn of Spiderman that has palm power where he expressed his nonverbal language as forefinger pointing. Albert's act intimated that he pointed Jorge. When someone tried pointing someone else, they have specific intent or purpose. By used emblem gesture for pointing Jorge with sign horn of Spiderman in this scene because Albert was getting mad to Jorge cause of Jorge grabbed Albert's candy box. Sometimes this nonverbal communication usually followed by the emotion of user. Emotion able to gives influence of the subject to used nonverbal communication when they were interacting with their interlocutor. The emotion of Albert in this scene referred anger or resentment. So, the nonverbal communication or forefinger pointing which Albert have did was category of gesture palm power where sign horn Spiderman could intimated as the expression of resentment of Albert to Jorge.

Datum 3



Figure 4.1 Albert used forefinger as gesture

Scene 1

Fuzzy : Wow, a living legend in my presence. I am Fuzzy, and you?

Albert : _____(pointing his chest to refer who is he)

Context :

Albert expressed non-verbal by using his finger to point his chest, because he tried to introduce himself. Based on the figure 4.1, he was pointing the logo of his Halloween costume (Spiderman costume). Based on the context, this communication occurred in the minimarket, when Fuzzy as the Cashier ask the Albert' name.

In the first datum form the *Fun Size* movie is categorized as the Illustrator gesture. Illustrator gesture occurs when someone try to send the verbal message, see page 8. Illustrator gesture commonly used by people to convey the meaning by use the gesture that indicates an object. Based on the figure 4.1, the recognition pattern of gesture in nonverbal language is used by Albert to convey the message. Albert used forefinger as the nonverbal reaction from question of his interlocutor. Based on the context where there was Fuzzy as the cashier who or character who tries to ask Albert as the main character in this study. Fuzzy asked Albert's name, then because of Albert mutism, he gives response to Fuzzy by giving sign of forefinger point. Albert appoints himself at his chest exactly. Cause of Albert uses Spiderman's costume, there is a logo of spider in his chest (see figure 4.1). So that Fuzzy understands about gesture of Albert by showing sign forefinger pointing. Forefinger point often occurs when someone try to showing or point toward and indicate something

Datum 4



Figure 4 Albert used broad smile and eyes up as the facial expression.

Scene 4

Albert : ...(show surprise or exited expression)

Context :

This scene occurs when Albert in the car and accidentally he looks his favorite restaurant (Captain Chicken). Because of Albert trapped I the car which towed by winch car, so that he looks the Captain Chicken restaurant through car window.

According to datum 13, Albert expresses his feeling by facial expression. Facial expression, which Albert uses, is categorized as surprised expression where his face has broad smile and eyes up or raise, see table 2.1. It is compatible with figure 4.13, where in the scene Albert dumbfounded or surprised when he sees the

Captain Chicken as his favorite restaurant. Broad smile and eyes up can refers to the happy expression when someone has specific feeling for expressed. To make compatible with context in the movie and the category of facial expression that Albert use category that he is impressed about what he has already looked. It causes of Albert likes his Captain Chicken as his favorite restaurant. Sometime people will also use broad smile and eyes up when they surprised or excited about something, which can make they are shock.

Datum 5



Figure 5. Albert used eyes stare and lips tightened as the facial expression

Scene 5

Albert :...(show mad or anger expression)

Context :

This Scene occurred when Albert was saving by his sister in Jorge's house. Albert was angry because he has detained by Jorge and be hostage. The expression of Albert refers to mad, anger, or wrath where his eyes tries to stare Jorge. Albert was so mad to Jorge and he punched Jorge, and then he left Jorge with escape from Jorge's house with Wren as his sister.

Albert showed nonverbal communication by facial expression. Facial expression that Albert uses is the category of anger or mad expression where the recognition pattern refers to anger expression. The recognition patterns of Albert expression are eyes stare lips and jaw tightly clenched then his has eyes stare into Jorge as the character who has made Albert mad. The eyes of Albert was so glowering into Jorge, because Jorge hostages Albert in his house. The emotion, which appears from Albert, expresses his feeling directly. Sometime other people when got something unpleasant, they will give a negative response to show their emotion as form of their response. Anger as the one of category of facial expression appears as defense expression of someone. Accordingly, like Albert expresses in this scene is a defense expression of Albert that he cannot accept the unpleasant treatment of Jorge.

Datum 6



Figure 6 Albert used eyes weep and lip corners pulled down as facial expression

Scene 6:

Albert :...(show sad expression)

Context :

This scene occurred when Albert has met his sister (Wren) and tried to visit their father's grave. From situation of this scene was so *touching*, where Albert and Wren became blue cause remember that their father had passed away. Albert shows his sad expression as his nonverbal expression of sadness.

Albert referred nonverbal communication by facial expression. The Facial Expression that Albert used is category of sad expression where the eyes or eyelid and eyebrows pulled down. It is also indicate that the lip corners of Albert pulled down at the same time. The elements of context are influence the emotion of Albert as the subject of mutism because that scene happen when Albert and Wren as his sister bring the flower into his father's grave. Sometime people will come up their emotion when the situation and condition around them are influence their memory. Based on this scene the emotion or the feeling of Albert appears in form sad expression, which cause of memory in the pass. The sadness that Albert expresses is caused by the death of his father. The facial expression of nonverbal language that Albert shows in this scene is also felt by Wren as his sister.

Datum 7



Figure 7. Albert used simple smile and crescent shape eyes as facial expression

Scene 7

Albert :... (show happy expression and hug his sister)

Context :

In this scene occurred when Albert expressed his feeling by using simple smile and crescent shape eyes as facial expression. His expression refers to how he feels happy because he has saved by Wren. Albert gives hug and happy expression directly because he has detained by Jorge.

Albert referred nonverbal language by facial expression. The Facial expression that Albert uses is category of happy expression where he has simple smile and crescent shape eyes. It can be the indication of recognition patterns of category happy expression. The recognition patterns of Albert are match with

characteristic of happy expression. Sometime people will give positive response when they have good situation or have good news from other people. Positive response that some of people express are based on the emotion they have. Then they will reply something, which they got as the trigger. According from this scene, Albert gives positive response toward Wren as his sister when she has saved Albert from Jorge. Albert felt relieved or free when he has saved after a couple of hours became the hostage of Jorge. The facial expression as the nonverbal language of Albert also support categorizing as happy expression when he used gesture with tried to hug Wren as his sister who saved him.

Datum 8

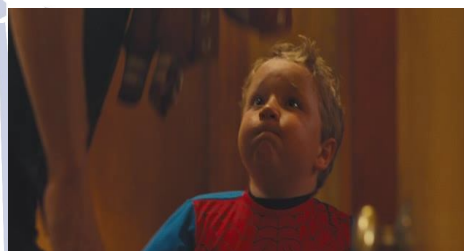


Figure 8. Albert used lips stretch backward and eyes up as facial expression

Scene

Albert : _____ (show fear expression)

Context :

In this scene Albert was so angry to Jorge, and the he takes the revenge the Jorge commits by used punch or beating. After he punched Jorge, Albert was scared. So that Albert was runaway and escape from Jorge's house.

Albert used nonverbal language by facial expression. The facial expression that Albert used is category of fear expression. Albert expressed the face with lips stretch backward and eyes up. Lips stretch backward and eyes up are appropriate with the recognition pattern of fear expression. That recognition pattern of facial expression of Albert shows the fear expression. Fear expression of Albert caused by he felt scare after punched Jorge so hard, so he felt that Jorge will be angry and beat Albert back. The category fear expression is the emotion response of someone from something that has negative influence. The negative influence creates scared emotion of someone naturally. The facial expression of fear expression is almost similar with surprising expression because there is same response of emotion but also there is a difference between fear and surprising. When someone uses fear expression, it caused of negative stimulant and surprising expression is from positive response.

Datum 9



Figure 9 Albert used raised upper lip and lowered eyebrows

Scene 9

Fuzzy : Guess what's in here? It's not French fries. That's dog poo, professional grade.

Albert : _____(shows disgust expression)

Context :

In this scene occurred when Albert suddenly met fuzzy at Jorge house. They have idea to dump on Jorge. Fuzzy has an idea by bring a package that contains a dog's poo. Then, Albert took that package and showed disgust expression to Fuzzy. Albert showed disgust expression because he was disgust about the idea of Fuzzy.

Albert showed nonverbal language by facial expression. The facial expression that Albert uses is category of disgust expression where he has raised upper lip and lowered eyebrows. It can be the indication of recognition pattern of disgust expression. The recognition patterns of Albert are match with characteristic of disgust expression in table 2.1. Sometime people will give negative response when the get something that they dislike based on their emotion they have. Based on the datum 22, the facial expression of disgust expression appears from Albert when Albert take hold the package of dog's poo. Dog's poo in this context is the object that makes Albert feels disgusting. Dog's poo has terrible smells and make Albert dislike it. The facial expression as nonverbal language of Albert also support categorizing as disgust expression when Albert take hold and hang up the package of dog's poo not too close because the smells is disturb him.

Datum 10

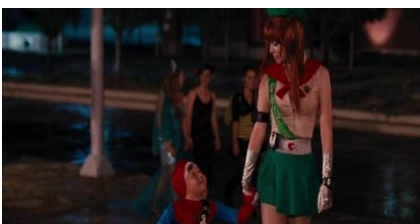


Figure 10 Albert used gaze into his interlocutor as eye contact

Scene 10

Galaxy Scout : I'm just kidding. Come on. I'm Galaxy Scout. You must be Spidey.

Albert : _____(stare the eyes of Galaxy Scout)

Context :

This scene occurred when after Albert met with the girl who wearing Galaxy Scout's costume. Then, she tried to ask Albert to join the party and Albert. With pleasure, Albert ready to join the party. Because of he felt that the girl who wearing Galaxy Scout's costume is his idol.

Eye contact that Albert used as the subject mutism is the one of the types of nonverbal or kinesics. That eye contact happen when Albert and that girl stared each other at the same time. it occurred because of the feeling of Albert focus on one object. He did not care about the situation and condition around there. Sometime eye contact has the new perspective or meaning. Based on the context Albert ignored the Galaxy Scout's question and just impressed about the style and appearance of Galaxy Scout.

Datum 11



Figure 11 Albert shook up and down his head and turn his body into interlocutor

Scene 11

Joy : We're sure gonna miss her. Albert?

Albert :(shake his head up and down)

Context :

This scene occurred when Joy as Albert's mom, would signature the file of Wren. Because of Wren decided that she want to study in other city. So, Joy asked to Albert about, would they miss Wren in next time.

Albert used head movement and posture to convey his expression or meaning. Albert as the subject mutism tried to convey response as the agreement of Joy as Albert's mom. Because of based on the context of plot, Wren as his sister want to study in other city. After that Joy gave the permission that Wren could study in other city, Joy was signature the license letter with ask Albert that they would miss Wren. Therefore, Albert convey the response by using head movement up and down that he also would miss Wren. And the postures Of Albert also convey the recognition of head move men and posture by standing and turn his body into his inter locator.

Discussion

To analyze the nonverbal language of Albert in *Fun Size* movie that suffered selective mutism, the gesture type will be analyzed based on the category. Those categories are Adaptor, Emblem, and Illustrator.

Adaptor, the gestures raise arms that Albert used as nonverbal language when he interacts with his interlocutor is category of adaptor type. Then, those gestures have the meaning based on the Albert perspective by using the cognitive ability, which has by Albert. Albert as the subject mutism adjusts his behavior toward his interlocutor. His behavior attached in his memory ability that made his unawareness or unintentionally gives a response into his interlocutor. When the context of the gesture, collected with Albert cognitive ability, it creates the meaning that Albert was confused. The expression of confusion refers into the girl who was wearing Galaxy Scout's costume. She asked to Albert, and then he gives the answer that he does not know. So the raise arms that used by Albert as the signal that he felt confused or does not have the correct answer.

In this part the gesture with sign horn Spiderman or fore finger pointing as the category of emblem gesture, has the meaning that based on the cognitive ability. The auto cognitive process that experienced by Albert will be expressed when he tried to interact with his interlocutor in the *Fun Size* Movie. Albert as the subject mutism used auto cognitive process when he was showing his expression by gesture toward his interlocutor consciously. Because of he has behaviors, which conceptualize in his mind and automatically create some memories about character of Spiderman. According to figures which show that Albert always uses the costume of Spiderman during in the movie, Albert has an interest toward character of Spiderman. Thus, Albert has many knowledge or experiences about Spiderman. For the example, Albert has known the style or sign iconic of Spiderman by using sign horn to become his gesture when he communicates. The gesture of sign horn Spiderman there is the meaning based on cognitive semantics perspective. The gesture sign horn Spiderman as the emblem category has meaning that Albert consciously wants to avenge Jorge. The reason of Albert consciously use the gesture sign horn Spiderman is because there is emotion from the Albert feeling and then automatically the cognitive ability of Albert was expressed. The emotion that Jorge has done, makes Albert so mad and has pretention to revenge the action of Jorge directly. In perspective cognitive of Albert the sign horn Spiderman has the power that refers to Jorge for revenge in other chance. In nonverbal language a hand has the power to send the message.

The gesture illustrator of forefinger pointing as palm power has the meaning in cognitive semantic perspective, which Albert has. Forefinger pointing as the illustrator category of gesture in nonverbal language has comprehension that this gesture helps the user to communicate with his or her interlocutor. Where based on the context, Albert has many comprehensions about character of Spiderman. Those experiences or memories about Spiderman are attached in his mind, which produce or create the conceptual meaning about Spiderman in his life. In cognitive process of Albert, he is consciously control his embodiment by his intentionality and controllability about character of Spiderman by using forefinger pointing to show that he is the child who wearing Spiderman costume. It means that he was introducing his identity as Spiderman. So that in cognitive semantics forefinger pointing which Albert has done is to introduce toward Fuzzy as his interlocutor that he is a child who wearing Spiderman costume.

The facial expressions of Albert are the automatic way in Albert cognitive ability that expresses his emotion. Then, about recognition pattern of that facial expression has had by Albert by automatically based on unconsciousness and behavior that create cognitive memory of Albert. Thus, the facial expression that Albert used is as the embodiment of anger emotion. So by cognitive semantics the embodiment of Albert emotion refers to happy, sad, surprising, anger, fear, and disgust.

The meaning of eye contact that Albert has done in the datum above is based on the auto cognitive process that experienced by Albert during he communicated with his interlocutor in the *Fun Size* movie. Albert as the subject mutism used eye contact with the girl who wearing Galaxy Scout's costume. It occurred when they stare each other when Albert tried to convey cognitive semantic based on auto cognitive process. The auto cognitive process is occurred automatically or based on the unconsciousness of Albert during interaction. That unconsciousness appeared because Albert has the experience that attached in his memory that he has interest toward Galaxy Scout character. So that automatically, Albert referred this expression by using eye contact with his interlocutor as the cognitive semantics meaning. And the cognitive meaning refers to the how Albert focuses on the moment when he interacts with his interlocutor, because of he has the attractiveness toward Galaxy Scout character.

The meaning of Head movement and posture that Albert is based on the context and auto cognitive process that experienced by Albert during he communicated with his interlocutor in the *Fun Size* movie. Albert as the subject mutism used eye contact with the girl who wearing Galaxy Scout's costume in. It occurred when Joy as mom of Albert asked about Albert opinion. Directly, Albert gave response into Joy's

question as the stimulus of Albert response. That response is Head movement and posture which occurred at the same time, it is suitable with theory in Chapter 2, that sometime the nonverbal language like head movement and posture is happen in the same time, see page 10.

So, head movement and posture which Albert has done is the representation of expression that he agreed about the question of Joy. Albert used his head to move up and down as the expression of positive response. Based on the context Albert has agreed with Joy statement, see page 60. Therefore the movement of his head means that he agree and his posture where he was little bit turn his body into Joy for convey that he pay attention into Joy.

So that automatically, Albert referred this expression by using eye contact with his interlocutor as the cognitive semantics meaning. And the cognitive meaning refers to the how Albert focuses on the moment when he interacts with his interlocutor; because of he has the attractiveness toward Galaxy Scout character.

CONCLUSIONS

This study found that Albert as the character who suffered selective mutism in *Fun Size* movie used several nonverbal languages. Selective mutism is kind of the language disorder where he or she does not want to speak deliberately. However, based on the movie Albert used some of nonverbal language such as gesture, facial expression, eye contact, and head and posture.

Based on the findings in this study, there are four types as the categories of nonverbal language that Albert used in *Fun Size* movie. The first category is the gesture, where there are three types of gesture, such as adaptor, emblem, and illustrator. In *Fun Size* movie, Albert often used emblem gesture then the other types. Based on the findings found that emblem gesture five data, adaptor four data, and illustrator three data. The second category of nonverbal language of Albert in *Fun Size* movie is facial expression. Facial expression also has six types, such as happy, sad, surprising, anger, fear, disgust expression. The third category in Albert nonverbal is eye contact. And the last category is head movement and posture. Among those categories, the gesture is the most nonverbal language used by Albert. After that, facial expression is the second place as the nonverbal language of Albert. Then, eyes contact and head and posture are the least nonverbal language that Albert used.

For the point analyzing the meaning, the nonverbal language of Albert has the meaning based on the cognitive ability through the cognitive memory or experience automatically. The embodiment of Albert mind can also conclude as the Albert perspective. So, the nonverbal language of Albert is an embodiment of

conceptual mind based on the experience that Albert has. And the whole nonverbal language such as gesture, facial expression, eye contact, and head and posture did by Albert in consciously and unconsciously depend on the context in each datum.

SUGGESTION

Based on the conclusion above, some of suggestions are expected to assist for:

1. Suggestion for the readers

This study hopefully able to give the reader broad knowledge about selective mutism character in *Fun Size* movie. Hopefully that the reader able to each research question in this study such as the categorizing of nonverbal communication of Albert in this movie and understand about the each meaning that interprets by using cognitive linguistic perspective.

2. Suggestion for the other researcher

The next researcher or the other student who are interest in this study about selective mutism as the one of language disorder could use this study as the reference to discuss about selective mutism deeply. Hopefully and it better that the next research able to observe about selective mutism in the real life.

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