THE ANALYSIS OF NONVERBAL COMMUNICATION IN ‘ORPHAN’ MOVIE

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Abstract: Nonverbal communication is one of communication types that is often misinterpreted by interlocutor. Hence, this qualitative descriptive research was designed to analyze and to interpret the meaning of nonverbal communication found in Orphan movie. To analyze the data, some stages were conducted including watching the movie, classifying the types of nonverbal communication, interpreting the meaning, and finally concluding the whole analysis. As result, it was found that there were four types of nonverbal communication in which facial expression was the dominant nonverbal communication found. The researcher found 32 out of 96 items (33.3%) indicating facial expressiveness and 20 items out of 96 items (20.83%) belonged to conversational distance. Subsequently, the other two types of nonverbal communication found in the movie were gestures and body positioning with amount 23 items (24%) and eye contact 21 items (21.9%). In addition, it was revealed that each nonverbal communication had different meaning based on its context. Thus, it can be concluded that the use of nonverbal communication and the meaning brought by the nonverbal communication strongly depends on the context of the communication. Lastly, it is recommended that the next researchers can conduct the same research with different genre and culture inclusion.

Keywords: nonverbal, communication, movie, orphan

INTRODUCTION
Communication is a way of transmitting information, ideas, attitudes, or emotion which happens in daily life. Basically, communication is divided into two categories, namely verbal and nonverbal communication. As stated by Levine and Adelman (1993), communication is the process of sharing meaning through verbal and nonverbal behavior. In face-to-face communication, nonverbal behavior plays a crucial role in assisting communication process in ways that simple verbalization cannot.

Nonverbal communication is the way people communicate without speaking or writing (Miller, 2005a). This is a broad category that includes things like nodding or shaking head to say yes or no, rolling eyes to indicate annoyance, or sighing to indicate exasperation or disappointment. Considering the importance of nonverbal behavior in communication, Knapp & Hall (1992) classify nonverbal communication as appearance, proxemics, body motion (gesture, posture, touching, facial expressions, eye behavior), and paralanguage. On the other hand, Miller (2005a) divides nonverbal communication into facial expressions, eye contact, touching, tone of voice, dress, posture, and spatial distance. Further, Levine and Adelman (1993) categorize nonverbal communication into gestures and body positioning, facial expressiveness, eye contact, and conversational distance.

Culture plays a significant role in creating nonverbal behaviors. Hence, in the process of making meaning of nonverbal behavior, it is important to identify nonverbal cues that are considered universal such as smile which is a common expression of pleasure among all cultures (Neill & Caswell, 1993; Pease & Pease, 2006), versus those that carry specific cultural meaning, such as the “OK” sign, common in many English speaking countries, means zero or worthless in France, means money in Japan, and is a derogatory statement and/or obscenity in Mediterranean, Arab, and Latin American countries (Pease & Pease, 2006). Therefore, in dealing with nonverbal communication, it should be known that what is considered usual or polite behavior in one culture may be seen as unusual or impolite in another.

Movie is one of literary products that employ nonverbal communication in conveying meaning. According to Klarer (1998, p. 57), movie is an art performance which uses actors to present the major means of character expression, it should also use visual power and modes of presentation such as camera angle, editing, slow and fast motion, then recorded with sound to tell a story in the movie. Since actors play a very crucial role in conveying story to audiences, both verbal and nonverbal behaviors employed by the actors have the same crucial role in movie.

Along with the rapid development in world of cinema, various genres of movie are rapidly emerged. Horror movie is one of genres which are popular within the society. Some examples of horror movie are The Conjuring 2 (2016), Lights Out (2016), Orphan (2009), etc. This research attempts to analyze nonverbal communication types in horror movie entitled Orphan (2009) which is directed by Jaume Collet-serra. Orphan
The movie is very interesting since its ending is unpredictable.

The movie tells about Kate and John Coleman who experience strains in their marriage after their third child is stillborn. Their loss is hard for Kate, she is recovering from alcoholism. Kate and John then decided to adopt 9-year-old Russian kid named Esther from the nearest Orphanage. Since then, their family has a lot of problem caused by Esther since Esther is not a 9-year-old girl. She is a 33-year-old woman who has a mental sick. She always passes as a child in her life. At the end of the story, Esther kills John because he does not accept her love.

Based on the description above, it is considered important to analyze nonverbal communication since people often misinterpret it. Hence, the researcher decides to analyze the nonverbal communication types used in Orphan movie and to interpret the meaning brought by each nonverbal communication.

METHOD

Regarding the research objectives, qualitative approach was applied in this research. Creswell (2012, p. 16) explains “qualitative research is the research exploring a problem and developing a detailed understanding of a central phenomenon.” This research specifically used a descriptive qualitative method since the researcher tried to analyze a certain phenomenon, namely nonverbal communication. As Semi (2012) emphasizes that a descriptive qualitative is a research design as a part of qualitative method that allows the researcher to describe a phenomenon by presenting the facts in detail without attempted to interpret them. Thus, descriptive qualitative method was considered appropriate since this research was simply tries to identify the nonverbal communication types employed in Orphan movie and to interpret the meaning brought by the nonverbal communication used.

RESULTS AND DISCUSSION

Table 1. Types of Nonverbal Communication Used in Orphan Movie

<table>
<thead>
<tr>
<th>No</th>
<th>Nonverbal Communication Types</th>
<th>Frequency</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Facial Expressiveness</td>
<td>32</td>
<td>33.3%</td>
</tr>
<tr>
<td>2</td>
<td>Gestures and Body Positioning</td>
<td>23</td>
<td>24%</td>
</tr>
<tr>
<td>3</td>
<td>Eye Contact</td>
<td>21</td>
<td>21.9%</td>
</tr>
<tr>
<td>4</td>
<td>Conversational Distance</td>
<td>20</td>
<td>20.83%</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>96</strong></td>
<td><strong>100%</strong></td>
</tr>
</tbody>
</table>

From the table, it can be clearly seen that there were four types of nonverbal communication found in the movie in which facial expressiveness was the dominant nonverbal communication that was found. The dominant nonverbal communication was facial expressiveness since most characters in Orphan movie often express their intention in communication by using their facial expression. The researcher found 32 out of 96 items (33.3%) indicating facial expressiveness of nonverbal communication (for completeness of the data, see appendices). Besides, the researcher also found 20 items from 96 items (20.83%) belonged to conversational distance, this number revealed that Orphan movie does not too often use conversational distance of nonverbal communication based on the analysis. Then, the other two types of nonverbal communication found in the movie were gestures and body positioning with 23 items (24%), and eye contact 21 items (21.9%). Therefore, it was clear that the four

Nonverbal Communication Types in Orphan Movie

The first research question addressed in this research was about the types of nonverbal communication used in Orphan movie. To answer this research question, Orphan movie was used as a data source of this research. Orphan movie is included into horror movie specifically horror of personality.

The movie tells about Kate and John Coleman who experience strains in their marriage after their third child is stillborn. Their loss is hard for Kate, she is recovering from alcoholism. Kate and John then decided to adopt 9-year-old Russian kid named Esther from the nearest Orphanage. Since then, their family has a lot of problem caused by Esther since Esther is not a 9-year-old girl. She is a 33-year-old woman who has a mental sick. She always passes as a child in her life. At the end of the story, Esther kills John because he does not accept her love.

To seek answer for the first research question, the researcher used the classification of nonverbal communication by Levine and Adelman (1993). Levine and Adelman (1993) classifies nonverbal communication into four types, namely conversational distance, gesture and body positioning, facial expressiveness, and eye contact. Here, the researcher firstly watched Orphan movie, then identified the nonverbal communication used in the movie. After that, the researcher classified the nonverbal communication found based on the four types of nonverbal communication proposed by Levine and Adelman (1993). Lastly, the researcher counted the percentage of each nonverbal communication types and put it in a table.

As result, the researcher found 96 items of nonverbal communication in Orphan movie that consisted of 32 facial expressiveness (33.3%), 23 gestures and body positioning (24%), 21 eye contact (21.9%), and 20 conversational distance (20.83%). The four types of nonverbal communication found in the movie is summarized in the following table.
types of nonverbal communication were realized in *Orphan* movie.

This finding is in line with the works of Velloso, Lohnert, and Gellersen (2015), Ewata (2016), and Devi, Beratha, and Netra (2017). In their work, Velloso, Lohnert, and Gellersen (2015) found that the hard-fun style of survival-horror games makes full body expression an unsuitable modality to affect recognition but scare game events are clearly expressed by their psychological signals. Then, the study by Ewata (2016) revealed that nonverbal communication acts as meta-communicative in the portrayal of the actions and voices in communicating with different audiences and cultures. In addition, the study also found that actors use multimodal nonverbal communication cues of tone, gesture, facial expressions, etc., to convey meaning to other characters and audiences. In addition, Devi, Beratha, and Netra (2017) found that the posters of *Zootopia* movie have some verbal and nonverbal signs, including 1) verbal; “Disney”, “Zootopia”; 2) nonverbal; gestures, background, and color. Those signs give a lot of information concerning *Zootopia* movie, such as the production company, the title of the movie, characters in the film, the film setting, etc.

In brief, the types of nonverbal communication used in the movie depend on the genre of the movie itself. As Velloso, Lohnert, and Gellersen (2015) found that survival-horror games tend to use full body expression, while scare game events are clearly expressed by psychological signals. In contrast, we can also find the four types of nonverbal communication in one genre; as revealed by this research in which the four types of nonverbal communication were realized in a movie.

**Meaning Brought by Nonverbal Communication Types in Orphan Movie**

The second research question proposed in this research was about the meaning brought by nonverbal communication types in *Orphan* movie. It is commonly known that each nonverbal communication basically has its own meaning. It is used to convey a specific information that is intended to be delivered by the speaker. So, interpreting the meaning of nonverbal communication found in the movie is important in order to avoid misunderstanding among the viewers.

To describe the meaning of each nonverbal communication type found in the movie, the researcher watched the movie more than twenty times. It was done in order to totally understand the meaning that was intended to be delivered by the speaker as well as to avoid misinterpretation of the meaning of the nonverbal communication found in the movie.

Here, the researcher presents five examples of each nonverbal communication type and interprets the meaning of each nonverbal communication found in the movie. In order to give clear description about the meaning of nonverbal communication, the researcher also provides some screen shoots of the scenes describing the nonverbal communication. The detail description of the meaning of nonverbal communication found in the movie is presented in the following sub-sections.

**Facial Expressiveness**

Facial expressiveness was the dominant nonverbal communication type found in *Orphan* movie. 32 items out of 96 items of nonverbal communication (33.3%) belonged to facial expressiveness. It means that most characters in *Orphan* movie often express their intention in communication by using their facial expression. It happens, probably, because someone can guess their interlocutor’s response easily through their facial expressions while speaking. Besides, facial expressiveness can tell everything about the speaker’s feeling. The examples of facial expressiveness of nonverbal communication found in *Orphan* movie and the meaning brought by the nonverbal communication type are described in the following table.

<table>
<thead>
<tr>
<th>No</th>
<th>Time</th>
<th>Scene</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>16.04</td>
<td>Esther looks happy when she meets John. It can be seen through her facial expression.</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>16.22</td>
<td>Sister Abigail is happy when Kate sees children.</td>
<td></td>
</tr>
</tbody>
</table>
Sister Abigail feels something wrong with Esther and her face describes it.

Daniel feels weird when he sees Esther’s behavior.

Daniel isn’t welcoming Esther when he meets her because her appearance looks old.

As it can be seen in the table, the first picture (time: 16.04) shows Esther is happy when she meets John. It can be seen through her expressive face. From Esther’s expression, she is very happy to meet John. It explains why Esther smiles.

The second picture (time: 16.22) shows Sister Abigail who is happy when Kate sees children. Sister Abigail’s facial expression reveals that she is very happy to see Kate’s happiness to meet Orphanage children.

The third picture (time: 17.30) shows Sister Abigail who feels something wrong with Esther and her face describes it. From her facial expression, she feels something wrong with John and Kate because they meet wrong children but sister Abigail do not want to tell them.

The fourth picture (time: 21.35) shows Daniel who feels weird when he sees Esther’s behavior. Daniel’s facial expression explains that he doesn’t like Esther’s appearance and behavior because she looks old in his opinion.

The fifth picture (time: 21.42) shows Daniel who is not welcoming Esther when he meets her because her appearance looks old. Daniel’s facial expression explains that he does not like Esther because she is weird.

**Gesture and Body Positioning**

Gesture and body positioning was the second most dominant nonverbal communication type found in *Orphan* movie. The frequency of gesture and body positioning of nonverbal communication found in the movie was 23 items. The examples of gesture and body positioning of nonverbal communication found in *Orphan* movie and the meaning brought by the nonverbal communication type are shown in the following table.

<table>
<thead>
<tr>
<th>No</th>
<th>Time</th>
<th>Scene</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>04.17</td>
<td></td>
<td>Kate feels stressed out because she thinks about her baby.</td>
</tr>
</tbody>
</table>
Kate and John feels close to Esther, they are falling in love with Esther.

Sister Abigail says goodbye to Esther’s new family.

Esther feels save when she near John, so she often shows it by hugging him.

Max and Daniel feel close because they are brother and sister.

As it can be seen in the table, the first picture (time: 04.17) shows Kate feels stressed out because she thinks about her baby. From Kate’s gesture and body positioning, it can be seen that she is stress and feeling uncomfortable about her baby.

The second picture (time: 18.09) shows Kate and John who feel close to Esther, they are falling in love with Esther. From their body positioning, they are totally falling in love with their new daughter.

The third picture (time: 19.59) shows Sister Abigail who says goodbye to Esther’s new family. In their gesture, they say good bye by waving their hand.

The fourth picture (time: 27.06) describes Esther who feels save when she is near John, so she often shows it by hugging him. Esther’s body positioning is hugging John because she feels close to her new daddy.

The fifth picture (time: 27.38) shows Max and Daniel who feel close because they are brother and sister.

**Eye contact**

Eye contact was the second less dominant nonverbal communication type found in *Orphan* movie. The frequency of eye contact of nonverbal communication found in the movie was 21 items (21.9%). The examples of eye contact of nonverbal communication found in *Orphan* movie and the meaning brought by the nonverbal communication type are explained in the following table.

<table>
<thead>
<tr>
<th>No</th>
<th>Time</th>
<th>Scene</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>13.56</td>
<td>Kate realizes that somebody is watching her through a window. So, she feels strange and looks around.</td>
<td></td>
</tr>
</tbody>
</table>
As it can be seen in the table, the first picture (time: 13.56) describes Kate who realizes that somebody is watching her through a window. So, she feels strange and look around. From Kate’s eye contact, she feels somebody is looking at her from the window and she feels it.

The second picture (time: 14.16) shows Sister Abigail who warns Kate and John for “don’t make a mess in my Orphan house” through her eye contact. From her eye contact, she really means it.

The third picture (time: 17.23) shows Sister Abigail and Kate who see John because they think that John already picks one child. They see John who seems interested in Esther.

The fourth picture (time: 18.23 – 18.24) shows Sister Abigail and Kate who feel that they will adopt Esther, and they seem happy through their eye contact. Kate and sister Abigail’s eye contacts reveal that they really found new daughter for her family so they look each other.

The fifth picture (time: 19.42 – 19.44) shows Kate and Esther who look each other because she adopts Esther and they feel love to each other.

As it can be seen in the table, the first picture (time: 13.56) describes Kate who realizes that somebody is watching her through a window. So, she feels strange and look around. From Kate’s eye contact, she feels somebody is looking at her from the window and she feels it.

The second picture (time: 14.16) shows Sister Abigail who warns Kate and John for “don’t make a mess in my Orphan house” through her eye contact. From her eye contact, she really means it.

The third picture (time: 17.23) shows Sister Abigail and Kate who see John because they think that John already picks a child. They see John who seems interested in Esther.

The fourth picture (time: 18.23 – 18.24) shows Sister Abigail and Kate who feel that they will adopt Esther, and they seem happy through their eye contact. Kate and sister Abigail’s eye contacts reveal that they really found new daughter for her family so they look each other.

The fifth picture (time: 19.42 – 19.44) shows Kate and Esther who look each other because she adopts Esther and they feel love to each other.

### Conversational distance

Conversational distance was the least nonverbal communication used in Orphan movie. From 96 items of nonverbal communication found in this movie, only 20 items (20.83%) belonged to conversational distance. This frequency, perhaps, happens because most
conversations occur between people who close to each other. As Levine and Adelman (1993) state that conversational distance happens in a conversation consisting of people who do not close or even do not know each other. In other words, the distance between a speaker and another person forms invincible walls that define how comfortable they feel at various distance from other people. The examples of conversational distance of nonverbal communication found in Orphan movie and the meaning brought by the nonverbal communication type are displayed in the following table.

Table 5. The Meaning of Conversational Distance of Nonverbal Communication in Orphan Movie

<table>
<thead>
<tr>
<th>No</th>
<th>Time</th>
<th>Scene</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>04.34</td>
<td>Dr. browning and Kate discuss about Kate’s nightmare, they keep the distance between them because they are not close friends.</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>14.09</td>
<td>Sister Abigail welcomes John and Kate because they just know each other.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>16.11</td>
<td>John introduces himself to Esther because he just knows her. They keep their distance because John thinks that Esther is just a stranger.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>16.49</td>
<td>John and Esther discuss about Orphanage and John feels comfortable to her. But they still keep their distance because John thinks that Esther is just a stranger.</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>23.25</td>
<td>Esther feels closer to John more than Kate because Esther and John feel comfortable to each other.</td>
<td></td>
</tr>
</tbody>
</table>

As it can be seen in the table, the first picture (time: 04.34) shows Dr. browning and Kate discuss about Kate’s nightmare, they keep the distance between them because they are not close friend. It refers to “conversational distance” showing that they are not close enough.

The second picture (time: 14.09) shows sister Abigail who welcomes John and Kate since they just know each other. It refers to conversational distance showing that they are like an old friend.

The third picture (time: 16.11) describes John who introduces himself to Esther because he just knows her. They keep their distance because John thinks that Esther is just a stranger. In their conversational distance, they do not have a close relationship so that they keep their distance.

The fourth picture (time: 16.49) shows John and Esther who discuss about Orphanage and John feels comfortable to her. Yet, they still keep their distance because John thinks that Esther is just a stranger. From their conversational distance, it can be interpreted that John is trying to get closer to Esther because they have some similarities.

Last, the fifth picture (time: 23.25) describes Esther who feels close to John more than Kate because Esther and John feel comfortable to each other. From
their conversational distance, John and Esther feel close because they are now a family.

Finally, from the analysis, the researcher could interpret the meaning of each nonverbal communication types in *Orphan* movie (based on Levine and Adelman). The meaning can be seen from conversational distance, gestures and body positioning, facial expressiveness, and eye contact in which each of nonverbal communication has a different meaning.

**CONCLUSION**

Concerning the research objectives, this research was undertaken to investigate the types of nonverbal communication used in *Orphan* movie and analyze the meaning brought by the nonverbal communication. Observation was used as the main technique to collect the data needed. The analysis revealed that there are 96 items of nonverbal communication in *Orphan* movie that consisted of 32 facial expressiveness (33.3%), 23 gestures and body positioning (24%), 21 eye contact (21.9%), and 20 conversational distance (20.83%).

From the four types of nonverbal communication found in the movie, facial expressiveness is the dominant nonverbal communication that was found. The dominant nonverbal communication is facial expressiveness since most characters in *Orphan* movie often express their intention in communication by using their facial expression. The researcher finds 32 out of 96 items indicating facial expressiveness of nonverbal communication. Besides, the researcher also finds 20 items from 96 items belong to conversational distance, this number reveals that *Orphan* movie does not too often use conversational distance of nonverbal communication based on the analysis. Then, the other two types of nonverbal communication found in the movie are gestures and body positioning with 23 items, and eye contact 21 items.

Further, the meaning of nonverbal communication was completely interpreted by the researcher in which the researcher finds that each type of nonverbal communication delivers a different meaning. Basically, nonverbal communication can be interpreted differently by different people. Thus, the researcher makes his own interpretation by analyzing the behavior appear in *Orphan* movie.

**REFERENCES**


