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Interpersonal Metafunction of Webtoon Stories

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ABSTRACT

This study is concerned with the interpersonal metafunction especially the mood system in the synopses of stories in the Webtoon App. Webtoon is an application providing sort of story equipped with illustration images or a series of illustrations for the user. This study aimed to figure out the types of mood realized in fifteen synopses, and also their functions in relation to the interpersonal meaning of the author and to the advertising means to promote the story in the Webtoon App. Mood system in the synopses has its functions and purposes. This research was conducted by a descriptive qualitative method. The stories chosen were romance, comedy, and thriller on the Webtoon App genre due to their viewers. This study uses the interpersonal metafunction theory proposed by Halliday (2004). The source of data of this research is fifteen stories from three different genres – romance, thriller, and comedy in the Webtoon App. The data are sentences in the synopses of the Webtoon App's stories that indicate the interpersonal metafunction mood element. Generally, the result of the research is the three mood types – declarative, interrogative, and imperative are found in the chosen synopses, the most dominant type of mood is the declarative mood type, while the least dominant is the declarative mood. The findings indicate that the lexico-grammar does not always reflect the interpersonal meaning fitly. It is evidenced by the finding of this research that shows the declarative is used for informing, the interrogative is used for questioning and also for informing, and the imperative is used for commands.

I. INTRODUCTION

Meaning is the essential thing of language since it enables human beings to communicate and interact with others. Human beings use language to present meaning. Crystal (1997) elaborated on eight specific meanings of language based on its function. They are to communicate, express emotion, make use of its sounds, try controlling the environment, record facts, think with, express identity, and for social interaction. Thus, it can be seen that language is either simple or complex at the same time. This also shows that language is essential for the life sustainability of humans.

Before Crystal, there was a linguist called Halliday who gave understanding and differentiated the function of language. He studied the meaning of language and then elaborated it into three different functions based on the way people use it. He distinguished language meaning to be ideational function, interpersonal function, and textual function. The ideational function is about what is talked about or a depiction of a process in the course of human experience. The interpersonal function is about the exchange function or the relationship between speaker/hearer or writer/reader. While the textual function is about expectations for how particular text types should be organized, based on the functional aspects of this functional component of meaning. The three language functions are then called Metafunction.

The presence of meaning can be delivered through many kinds of language. Whether they

communicate directly via spoken language consists of sounds produced by the movement of certain organs in the throat and mouth. Humans can also communicate through sign language, it may be hand or body movements, gestures, or facial expressions. People are also able to communicate and interact with others by using writing language, and written or typed characters. As Halliday (2004:20) stated language refers to texts and systems of conventional spoken or sound, manual (signs), and symbols of writing, word order, structure (section configuration), and as a resource (choice among alternatives).

These kinds of languages containing meaning are exposed through various kinds of media with various purposes, one of which is for advertising. Nowadays, the media mostly favored by society are broadcasting and internet/online media. Thus, there are many applications made to present an advertising message meaning to the audience. One App as the focus of this research is Webtoon App. Webtoon is an application providing sort of story equipped with illustration images or a series of illustrations for the user. The content of Webtoon is similar to comics or anime. The comic itself is a result of collaboration between literary and art fields combining the skill of making a story and drawing illustrations. According to McCloud (1993:9), comics are pictures that are intentionally sequenced to convey information and/or to produce an aesthetic response in the viewer.

Webtoon App is now getting more enthusiasts from various ranges of age all around the world. It is because there are many interesting stories in various genres. Other than that, one of the reasons is due to the interesting synopsis made by the authors to affect many readers to read the story. The synopsis is the summary of a story that might include the beginning, narrative, plot, and end. The synopsis is commonly acting as a trailer or review providing several snippets of scenes from a story.

All the synopses made by the authors contain the Interpersonal Metafunction contained in the clauses in each of those synopses. Therefore, it is good to know how the author makes an interesting synopsis by presenting the Interpersonal meaning contained in the synopsis. One of the uses of the synopsis is as the advertising message including all information and features that can fulfill the purpose of informing, persuading, convincing, and stimulating all the readers. It is in line with the statement proposed by Ozdemir (2013) that a book description or blurb or synopsis is one of the field promotion genres.

Furthermore, this research is aimed to seek deeper interpersonal meaning in order to understand more about this language phenomenon. This will be done by capturing the interpersonal meaning of the author contained in the synopsis. The suitable field to study the interpersonal meaning in a text is discourse analysis which deals with language phenomenon or linguistic phenomenon. Discourse analysis refers to a multidisciplinary which studies any aspect of language use as a social phenomenon not only in the text but also in the context. People in the discourse analysis field by mean discourse analysts tend to be interested in studying what happens when language is used by people to elaborate on their knowledge or memories about things they have said, heard, or written to do something, whether to entertain themselves or others, or to exchange information, and or to persuade others to do something (Johnstone, 2008:3).

Meaning can be gained through the arrangement of words in clauses or sentences from the choices of the paradigmatic and syntagmatic levels of discourse as linguistic parts. The resources of interpersonal are lexico-grammatical and semantic. Both of them reflect and interpret intersubjective aspects of semiosis. Meaning is able to be analyzed through three meta-function aspects in Systematic Functional Linguistics (SFL), they are ideational, interpersonal, and textual. The interpersonal contains three aspects that can be analyzed such as the use of mood, modality, and pronouns. This is in correspondence with the statement of Halliday (1985:68) that through interpersonal meaning language users reflect their position in social relations related to the clause as exchange.

The interpersonal meaning of synopsis indicates the mode in which the author and the readers interact. Such as when an author uses the pronoun 'You' instead of using 'people' in referring to readers, means that the author is trying to make the distance between the readers and the characters in the story shorter. So that, the readers would have feelings more attracted to be closer to the characters by knowing their story deeper. Furthermore, the interpersonal meaning indicates the use of language to construct and preserve social relations with readers, and to affect readers' manners by acquiring their minds, then changing them. This can be done by making imperative mood types. Interpersonal metafunction is especially concerning the role of writer and reader, mood, and modality which aims to help readers understand the synopsis content. In

addition, it can help readers to comment on a synopsis about whether it is an effective discourse for the purpose of its creation. Therefore, it is good to know how the author presents the interpersonal metafunction contained in the synopsis.

The synopsis is the main place to find interpersonal meaning in any literary work which reflects the correlation between the author and the reader. The synopsis also has a crucial function as the advertising message. Therefore, it is decent to study the interpersonal meaning which is contained in the synopses of particular stories in the Webtoon App.

II. METHODS

This study was conducted by applying the desriptive qualitative method. The qualitative method is chosen because it has characteristics that are suitable to answer and elaborate on the research question of this research. It was qualitative because the data were in clauses and sentences as this study aims to explain the Mood system as the elements of the Interpersonal Metafunction that occurred in synopses.

The data of this study were taken from fifteen stories of three different genres; romance, comedy, and thriller on the Webtoon App, as the source of data. The stories are *Freaking Romance, Flawless, The Remarried Empress, True Beauty, Her Bucket List, It's Mine, #Killstagram, Sweet Home, Bite Me, Forest of Humans, My Giant Nerd Boyfriend, Live with Yourself!, The Hip Guy, Mage & Demon Queen, High Class Homos*. Some of these stories are so famous that they were made into dramas. These synopses were chosen because they provide lots of data that are appropriate to answer the research questions of this research, about the mood elements of the interpersonal metafunction in Webtoon App's synopses and their function. The descriptive data of this research are the clauses and sentences in the synopses of Webtoon App's stories that indicate the Interpersonal Metafunction elements such as the Mood element. The interpretative data of the research are the academic articles and research as the basis of the researcher's interpretation. This is in accordance with Vanderstoep and Johnston (2009:7) who said that the data of qualitative research are described in a narrative pattern rather than in the form of numbers.

Data collection applied was the content analysis technique, namely the technique of collecting and analyzing data content from document materials such as books or articles. Kothari (2004:110) stated that the content analysis technique entails collecting and analyzing the content of documented sources such as books, periodicals, and newspapers, as well as the contents of all other verbal items that can be spoken or printed. The data were collected by reading the fifteen synopses to get multiple information about the interpersonal meaning in the stories' synopses of Webtoon App, in terms of the Mood element. The technique of reading on the lines was also done to know the lexical meaning in the stories' synopses and find the meaning of the difficult words by checking on the dictionary. The researcher also applied reading between the lines to grasp the contextual meaning found in the synopses. The reading beyond the lines was done not only to find the contextual meaning of the interpersonal meaning issue but also to find what the hidden meaning of the authors in making the synopses is. According to Creswell (2007:48), qualitative research is used to find and understand the context or setting in which objects of the research struggle with a particular problem or issue.

The data in this study were analyzed using the content analysis technique. This process can be specified as the collection and analysis process of content from document materials such as books, newspapers, and other oral or written verbal information. Content analysis, according to Kothari (2004:110), entails examining the content of documented sources such as books, periodicals, and newspapers, as well as the contents of all other verbal items that can be spoken or printed. Because the data for this study came from story synopses, the content analysis would be the most appropriate method.

The researcher followed the technique of analyzing data proposed by Miles, Huberman, and Saldana with three phases of the data analyzing technique stated by them. They are data condensation, data display, and drawing conclusions. All of these phases could not be separated and were done simultaneously by the researcher. The data condensation was done by reading and re-reading the synopses of the Webtoon stories as the source of data for this study and academic articles that discussed Interpersonal Metafunction in different sources of data. Put the suitable information to answer the research questions into a memo.

After finishing all the phases simultaneously including giving an explanation of each data, the researcher drew conclusions. Drawing conclusions could be obtained if the data process was done well. The types of Mood as the interpersonal meaning element which were found in it would be the reference for the researcher in drawing conclusions. The conclusion depends on what the researcher could be found. Then the researcher verified it to confirm the validity of the data thoroughly. These phases were elaborated by Miles, Huberman, and Saldana (2014:10) that interactive data analysis was done with data collection, data reduction, data display, and conclusion/verification. From the analysis, it can be understood the types and funtions of each mood in the webtoon synopses.

III. RESULT AND DISCUSSION

Mood Type Used in the Fifteen Synopses of the Webtoon App

From the three different genres story in the Webtoon App there are 60 sentences consisting of the realization of mood types. The declarative mood is obviously the dominant mood type in the fifteen stories synopses, as seen in Table 1. With a significant percentage of 66.67 percent, the declarative mood dominates the mood types among the stories synopses. The interrogative mood follows the declarative mood with a prevalence of 26.67 percent. The interrogative mood is used more frequently in the stories synopses than the imperative mood, which appears just four times out of fifteen stories from three genres, or 6.67%. This places imperative mood at the bottom of the mood type distribution in story synopses.

Table 1. Mood Type Distribution

No.	Synopsis	Mood Type			Total
		Declarative	Interrogative	Imperative	
1	*Freaking Romance*	1	1	0	2
2	*The Remarriage Empress*	6	1	0	7
3	*True Beauty*	1	3	0	4
4	*Flawless*	3	2	0	5
5	*Her Bucket List*	4	0	0	4
6	*It's Mine*	4	0	0	4
7	*#Killstagram*	3	0	0	3
8	*Sweet Home*	4	0	0	4
9	*Bite Me*	5	2	0	7
10	*Forest of Humans*	0	3	1	4
11	*My Giant Nerd Boyfriend*	1	0	1	2
12	*Live With Yourself!*	2	0	0	2
13	*The Hip Guy*	3	2	0	5
14	*Mage & Demon Queen*	1	0	1	2
15	*High Class Homos*	2	2	1	5
	Total	**40**	**16**	**4**	**60**
	Percentage	**66.67%**	**26.67%**	**6.67%**	**100%**

Table 1 demonstrates that the declarative mood is the most common and dominates all of the synopses, with five synopses using it entirely; *Her Bucket List, It's Mine, #Killstagram, Sweet Home, and Live with Yourself!* synopses. Four synopses use the declarative mood more than 50%; they are the *Remarriage Empress* synopsis (85.71%), *Flawless* synopsis (60%), *Bite Me* synopsis (71.43%), and *The Hip Guy* synopsis (60%). *Freaking Romance* synopsis, *My Giant Nerd Boyfriend* synopsis, and *Mage & Demon Queen* synopsis all use the declarative mood with a percentage of 50%. With 25%, the *True Beauty* synopsis has the lowest percentage of declarative mood type occurrences. However, there is one example in which declarative mood does not exist at all, i.e. *the Forest of Humans* synopsis.

When it comes to using the interrogative mood, only two of the fifteen synopses use more than 50% of the interrogative mood types; they are *the True Beauty* synopsis and *Forest of Humans* synopsis which both gain 75%. *The Freaking Romance* synopsis is the only sample that has a percentage of 50%. The rest samples are under 50%; *Remarriage Empress* synopsis (14.29%), *Flawless* synopsis (40%), *Bite Me* synopsis (28.57%), *The Hip Guy* (40%), and *High-Class Homos* (40%). There are even seven samples that show zero percent of occurrence of

the interrogative mood type in the synopses. They are *Her Bucket List, It's Mine, #Killstagram, Sweet Home, My Giant Nerd Boyfriend, Live With Yourself!, and Mage & Demon Queen* synopses.

Regarding the use of the imperative mood, among the fifteen synopses, only five synopses employ the imperative mood. There are only two synopses that employ the imperative mood type with the highest percentage only up to 50%, those are *My Giant Nerd Boyfriend* synopsis and *Mage & Demon Queen* synopsis. The other two synopses that use the imperative mood type are under 30%; *the Forest of Humans* synopsis (25%) and the *High Class Homos* synopsis (20%). The imperative mood is not in the other synopsis. This fact puts the imperative mood in the last rank of mood types used in the story synopses of the Webtoon App.

The Functions of the Mood Type Used in the Fifteen Synopses of the Webtoon App.

Because the interpersonal metafunction was concerned mainly with performing social interactions between the author and the reader in a specific communication environment - in the Webtoon App story's synopsis as well as the clause as an exchange of information, commodities, and services that was manifested by the presence or absence of the subject and finite or their arrangement in the clause, therefore, the function of the use of the interpersonal metafunction mood type correlated with the structure of clause or sentence in the form of statement, question, and/or command. The statement is related to the grammatical structure of the declarative mood, the question is related to the interrogative mood type, while the command is related to the imperative mood clause or sentence (Yang, 2017: 28). Therefore, the analysis of the function of the mood type was conducted by using the interpersonal metafunction structure of the systemic functional linguistic theory.

As elaborated before, the three types of mood that indicated the interpersonal meaning of the author appeared in the synopses chosen by the researcher. Even almost in every kind of genre, the declarative, the imperative, and the interrogative mood clauses were found. The main factor that distinguished the mood of the clause is the mood element, yet it did not mean that the residue element was not needed to appear in a clause. It was still necessary to do an analysis on the residue element as it is also a part of the mood system of the interpersonal metafunction theory that was used to complete clauses or sentences used as a tool of exchange between the author and the reader. Thus, in this section, the researcher explained deeply all elements of the mood system – mood and residue elements including their factors, such as subject, finite, predicator, complement, and adjunct.

Declarative Mood in the Webtoon App Stories' Synopses

It is found three types of the interpersonal metafunction mood – declarative, interrogative, and imperative implied in all fifteen synopses that have been analyzed. From sixty data that have been analyzed by the researcher, the most prominent mood of the interpersonal metafunction in those synopses stories was the declarative mood type and it has been reported in a table in the previous sub-chapter. The declarative mood is realized in the form of a statement. A clause can be named a declarative mood or statement when the arrangement of the clause is the finite (the verbal operators which can reference tense, modality, or polarity) following the Subject. There were 40 sentences indicating the declarative mood from the sixty synopses; 15 sentences from the romance synopses, 16 sentences from the thriller synopses, and 9 sentences from the comedy synopses. Here are the data of the declarative mood of the fifteen synopses:

A sexy supernatural story about being out on your own, finding your dream apartment and discovering that your new place is haunted by a handsome spectral stranger from another dimension. (DM/FR-RG/01)
Sarah is a tough girl who prides herself for being independent. (DM/FL-RG/01)
One day, after fending off several boys harassing her in the street, she meets Elios, a young blind man her age. (DM/FL-RG/02)
She is immediately charmed by him, though he maintains an aim of mystery. (DM/FL-RG/03)
Navier Ellie Trovi was an empress perfect in every way – intelligent, courageous, and socially adept. (DM/TRE-RG/01)
She was kind to her subjects and devoted to her husband. (DM/TRE-RG/02)
Navier was perfectly content to live the rest of her days as the wise empress of the Eastern Empire. (DM/TRE-RG/03)
That is, until her husband brought home a mistress and demanded a divorce. (DM/TRE-RG/04)
"I accept this divorce… and I request an approval of my remarriage." (DM/TRE-RG/05)
In a shocking twist, Navier remarries another emperor and retains her title and childhood

*dream as empress. (**DM/TRE-RG/06**)*

*After binge-watching beauty videos online, a shy comic book fan masters the art of makeup and sees her social standing skyrocket as she becomes her school's prettiest pretty girl overnight. (**DM/TB-RG/01**)*

*Rari's entire world falls apart when her boyfriend dies. (**DM/HBL-RG/01**)*

*Overwhelmed with the pain of losing the love of her life, she decides to go through the bucket list they made together before joining him in death. (**DM/HBL-RG/02**)*

*Things take an unexpected turn when fate links her to Hansol, her neighbor who has a painful story of his own. (**DM/HBL-RG/03**)*

*The two embark on journey to heal their wounds and learn there is more to life than trauma and heartbreak. (**DM/HBL-RG/04**)*

*There's nothing that Yohan Do doesn't know about his crush, Dajeong. (**DM/IM-TG/01**)*

*Where she sits in class, works after school... and even where she lives. (**DM/IM-TG/02**)*

*But unable to approach her, he watches her every move from afar and will do anything to protect her. (**DM/IM-TG/03**)*

*Anything. (**DM/IM/-TG04**)*

*Remi Do has everything. (**DM/KS-TG/01**)*

*She's super pretty, has the best brand sponsorships in social media, and gets 10,000 likes within seconds of posting a selfie. (**DM/KS-TG/02**)*

*Oh, and she also has a serial-killing stalker following her every move. (**DM/KS-TG/03**)*

*After an unexpected family tragedy, a reclusive high school student is forced to leave his home – only to face something much scarier. (**DM/SH-TG/01**)*

*A reality where monsters are trying to wipe out humanity.   (**DM/SH-TG/02**)*

*Now he must fight alongside a handful of reluctant heroes to try and save the world before it's too late. (**DM/SH-TG/03**)*

*Tiana moved to Mainland to study and have peaceful life.   (**DM/BM-TG/01**)*

*Unfortunately, Tyler, her schoolmate won't let this happen, as it turned, he's a vampire and bites her. (**DM/BM-TG/02**)*

*Soon the strange things start to happen. (**DM/BM-TG/03**)*

*Tiara tries to push him away afraid he will abuse her. (**DM/BM-TG/04**)*

*However, affection towards him seem to be stronger. (**DM/BM-TG/05**)*

*Having a boyfriend who's a full foot taller than you might seem adorable at first, but it usually just ends up causing a whole bunch of minor inconveniences. (**DM/MGNB-CG/01**)*

*An explosive time-space accident leaves happy-go-lucky 20-something Todd living with himself, himself, and himself. (**DM/LWY/-CG01**)*

*You get to watch the struggle. (**DM/LWY-CG/02**)*

*27-year-old Ga-eun Seong has everything that money can buy, but she can't rest until her athleisure company is the best in the industry. (**DM/THG-CG/01**)*

*That's why she hires Chan Gwak to model her new leggings line for men. (**DM/THG-CG/02**)*

*After social media interactions have people thinking they're dating, Ga-eun begins to question. (**DM/THG-CG/04**)*

*Adventurers seek to take the demon queen's head, but a love-struck young female mage wishes to take her hand. (**DM/MNDQ-CG/01**)*

*Princess Sapphia of Mytilene is not into princes. (**DM/HCH-CG/01**)*

*So, when her parents start putting the heat on her to get hitched, she enlists the help of her equally gay best friend, Prince August of Phthia.(**DM/HCH-CG/02**)*

The data above were the declarative mood data presented in the fifteen stories' synopses of three different genres in the Webtoon App. The data of declarative mood above showed that the authors as the addresser provided some information to the readers as the addressee. In those data, mostly the author acted as the speaker of the synopses. Most of the data were made to contain information about the depiction of characters in the story. It could be the name and personality as in data (DM/FL-RG/01), (DM/TRE-RG/01), (DM/HBL-RG/01), (DM/KS-TG/01), and others. In the datum (DM/KS-TG/01), the reader would know that the main character of the story that was told by the author entitled #Killstagram named Remi Do and everything that exists in the world, she can have. This was identified from the structure of the text that had "Remi Do" as the subject from the beginning, then followed by the present finite "has" and the complement "everything" which indicated that Remi Do lives in the present time and everything she has still belongs to her in the present time. Besides that, it also could be the situation or the problem of life they face such as in data (DM/HBL-RG/02), (DM/HBL-RG/03), (DM/TRE-RG/04), (DM/KS-TG/03). In the sentence of code number (DM/KS-TG/03), the author told that the lady in the story is in a dangerous situation where there is somebody who is a serial killer who stalks her for everything she does. It was known by the word "she" that was

placed as the subject of the story. This subject was then followed by the present finite "has" and the complement "a serial-killing stalker following her every move". The complement of the sentence showed the situation of the main character's life which is such a dangerous situation and is experienced by the lady in the current time that is showed by the use of the present finite. Moreover, it could also be about the action they chose that leads them to an unexpected adventure in life as in data (DM/TB-RG/01), (DM/TRE-RG/06), (DM/THG-CG/02), (DM/HBL-RG/04). In datum (DM/HBL-RG/04), the author put "the two" as the subject of the sentence, the word "embark" as the present finite that was followed by the complement "on a journey", and the complement "to heal their wound and learn" in the first clause. While in the second clause, the author put "there" as the subject, "is" as the present finite, "more" as the adjunct, and "to life than trauma and heartbreak" as the complement. These clauses were made by the author with the purpose to let the readers know that these two people that is the main character choose to step forward in their life by doing something together in the present time so that they will be more open-minded about the life, that there is not only a disaster but there is also a great virtue that can heal them and lead them to be a better creature. There was also a statement made by the author as an utterance from a character in the story. As in the datum (DM/TRE-RG/05). It was the utterance of the main character who said that sentence in a scene in the story. The explanation resulted that both the mood and the residue elements contained in the sentence were important to be used by the author in arranging a sentence or clause. It was aimed to make the readers comprehend the outline of the story well. It was the author's strategy in achieving a lot of readers.

In the synopsis entitled *Live with Yourself*, there was a sentence exactly in the second sentence indicating the declarative mood type. Nonetheless, the purpose of the creation of this sentence was not as a tool of informing as the function of the declarative mood basically. The sentence was written as "you get to watch the struggle" (DM/LWY-CG/02). This sentence which indicated the declarative mood sentence, when it was identified based on the structure of the sentence, aimed to invite the readers to do something. That was to watch the fight of the main character. This was basically one of the functions of imperative mood type.

From the explanation above, the declarative mood was used by the authors to make a synopsis that they make to fulfill the purpose of informing. It was because the declarative sentence was used to deliver information from the addresser to the addressee – the readers. The author is the one who addresses the sentence consisting of some information about the story in the synopsis and the readers are the ones who are objected to receiving the information delivered. The way the author depicted the story and its elements such as the events and the character of the story in the synopsis could influence the reader's perspective of the story. Therefore, the author is called the addresser, and the reader is called the addressee that reflects the relationship between the author and the readers. It is in line with the previous study finding that mentioned the role of addressers and audience mainly concerns with the way the addressers provide information that expresses their view that can stimulate or modify the audience's view (Ye, 2010: 147). Not only that, but the declarative mood was also used by the authors to entice the readers to see the problems and events in the story by reading.

Interrogative Mood Type in the Webtoon App Stories' Synopses

In the synopses of fifteen stories in the Webtoon App, there were 16 sentences realized the use of the interrogative mood from 60 data in total; 7 sentences from the romance synopses, 5 sentences from the thriller synopses, and 4 sentences from the comedy synopses. The realization of the interrogative mood type in a sentence is in the form of a question. The sentence is stated as a question when the arrangement is the opposite of the statement sentence. The arrangement of the question sentence is the finite (the verbal operators which can reference tense, modality, or polarity) precedes the Subject. However, in some cases, there might be a sentence that does not follow this arrangement of question sentences, yet it still can be identified as a question sentence by putting the question mark at the end of the sentence. Here are the data containing the interrogative mood from the fifteen synopses:

Sure, HE can't see you and YOU can't touch him, but who said every relationship starts out perfectly? (INM/FR-RG/02)
Has Sarah met her first love? (INM/FL-RG/04)
Is everything what is seems? (INM/FL-RG/05)
But just how did everything unfold? (INM/TRE-RG/07)
But will her elite status be short-lived? (INM/TB-RG/02)

How long can she keep her real self a secret? (INM/TB-RG/03)

And what about that cute boy who knows her secret? (INM/TB-RG/04)

Will addiction turn into something more? (INM/BM-TG/06)

Or after discovering the truth she will turn her back to him? (INM/BM-TG/07)

A secret experiment on serial killers conducted in the woods? (INM/FOH-TG/01)

What could possibly go wrong? (INM/FOH-TG/02)

Will she make it out with her humanity intact? (INM/FOH-TG/04)

Chan has the perfect butt, but is it perfect enough to meet Ga-eun's high standards? (INM/THG-CG/03)

Even though Chan's not her type, could she end up falling for him anyway? (INM/THG-CG/05)

But will these two royals be able to pull off a convincing sham marriage? (INM/HCH-CG/03)

More importantly, will Sapphia ever land a date with the castle maids? (INM/HCH-CG/04)

The sixteen synopses that contained the interrogative mood type that was associated with the question sentence above were found in the fifteen stories synopses of the Webtoon App. The interrogative mood sentences made by the authors above were used by them to interact with the readers. Besides providing information about the story to the readers, the synopses of stories in the Webtoon App were used by the authors to stimulate the interest and curiosity of readers. It was an advanced strategy that was used by the author so that the readers would read the story until the end in order to find the answer. Therefore, commonly the question sentence was made by the author after making the statement sentence. It was because the author aimed to provide the information needed by the readers to understand the outline of the story first then he/she would give the readers a question about the ending of the story, the thing that caused the problem in the story, or the way the main character resolve her/his problem. It was proven in the synopsis of *The Remarried Empress* that the first six sentences were in the form of statement sentences related to the declarative mood, while the last sentence was in the form of a question sentence that was associated with the interrogative mood type – the datum INM/TRE-RG/07. In this datum, the author asked the readers about the thing in the past that made the main character decided to do an unexpected and risky

thing. It was done by using the adjunct/WH-"how" followed by the past finite "did", the subject "everything" and the predicator "unfold".

However, the question sentence that was associated with the interrogative mood type did not always come after the statement sentence. As in the synopsis of a story entitled *Forest of Humans*, there was not even a declarative mood sentence found in it. This synopsis was started with the interrogative mood type, with datum (INM/FOH-TG/01). In that synopsis, the author started by asking the reader a question about an incident that is happening in the story. It was about "a secret experiment" that was used as the subject of the sentence carried on serial killers by making the adjunct "on serial killers" after the subject. The writer then put the finite "conducted" and the adjunct "in the woods" to let the readers know the place the incident happens. This sentence was made by the author in order to make the readers know about and feel curious about that sinister incident in the story. It was a sample of a sentence from the synopsis that has no sentence that indicated the declarative mood type yet only the interrogative and imperative mood types. As a replacement, the author of the synopsis made this sentence that indicated the interrogative mood without following the general structure of the interrogative or question sentence stated by Halliday. The author's purpose in making this sentence was to replace the function of the declarative mood type, which was to give information to the readers about the story. This finding is in line with the statement stated by Butt, et al (1995: 75) who pointed out that information can be requested using the imperative and declarative moods as well as the interrogative which means that the relation between lexico-grammar and interpersonal meanings is not always obvious.

The explanation of findings of interrogative mood above showed that even in an interrogative mood sentence, the presence of mood and residue elements were important in identifying the sentence made by the author that was used as an exchange of information or services with the readers. When the mood elements helped to identify the mood type of a sentence, on another hand the residue elements were beneficial in identifying the content of the sentence that the author tried to express. The explanation above also produced that the interrogative mood or question sentence could be made to interact with the readers for attracting their curiosity likewise giving them certain information about the story that could make the readers understand who is being told, what is

happening, or when and where it is happening as it was the intention of the author in making the synopses fulfilled with the stimulating purpose.

Imperative Mood Type in the Webtoon App Stories' Synopses

The analysis has been conducted by the researcher showed the result that the imperative mood type was the least dominant to be used by the authors in showing their interpersonal meaning in the fifteen synopses of Webtoon App stories. From sixty data that have been analyzed, there were only 4 sentences reflecting the use of the imperative mood. There was no data found in the romance genre stories synopses indicating the imperative mood type. Therefore, the five data found as the imperative sentences were only from the stories of the thriller and comedy genres. One datum from the thriller genre and three data from the comedy genre. There was more than one pattern of mood elements in a sentence that can be said as an imperative sentence. It can be 'Finite + Subject', only 'Subject', only consists of 'Finite', or even no mood element at all in the sentence, so that the sentence only consists of residue elements. Here are the data containing the imperative mood of the fifteen synopses:

Follow one young researcher's descent into madness and self-doubt as she attempts to escape a locked facility with ten bloodthirsty murderers. (IMM/FOH-TG/03)
Follow Fishball as she navigates the Malaysian life with her 6'5" geeky boyfriend. (IMM/MGNB-CG/02)
Join us won't you, for this bawdy tale of love and persistence set inside a real-life RPG. (IMM/MNDQ-CG/02)
Follow these high class homos as they navigate life, love, and (occasionally) their actual jobs. (IMM/HCH-CG/05)

The five-sentence indicating the imperative mood above occurred in five synopses of stories of the thriller and comedy genres in the Webtoon App. From the five data above, all of them were sentences of the synopses that had the subject only, without the finite of mood element as a marker that the sentence reflected the imperative mood type. All of the four sentences above were started by the predicator, the predicator "follow" in the first, second, and fourth data; and "join" in the third datum. After putting the predicator, the author put the subject after. Such as "one young researcher's descent" in the first sentence, "Fishball" in the second sentence, "us" in the third sentence, and "these highclass homos" in the last sentence. In the first, second, and fourth sentences, the subjects were followed by the

adjunct or second clauses containing other information that clarified the situation or activities done by the main characters so that the readers would know the command stated by the author specifically. However, unlike the other three sentences, the sentence of the third datum had the mood tag "won't you" after the subject. This was used by the author in order to put emphasis on the readers to do what he/she asked. In this sentence, the author also made the social distance between him/herself and the readers became minimum. It was done by using the predicator "join" and the subject "us" in this sentence which implied that the author not only gave orders directly but requested the readers to act together in witnessing the affairs in the story. Yet, the four sentences above had the same basic command to the reader as the addressee which was to keep up the story so that they would know the activity of the subjects or the continuation of the story to the end. This was found in the second clause of those sentences which were containing the explanation of the situation of the main characters and the activity that is being done by them. It was done by putting the subject "she", "bawdy tale of love and persistence", and "they" followed by the finite "attempts", "navigates", and "set" then the adjuncts "to escape a locked facility with ten bloodthirsty murderers" and "inside a real-life RPG" or the complements "the Malaysian life with her 6'5" geeky boyfriend" and "life, love, and (occasionally) their actual jobs" as the additional information that showed the situation or the activity of the main character.

The production of the imperative mood in the sentences of these synopses correlated with the author's effort in implementing the persuading purpose. The use of imperative mood was associated with the author's purpose to order the readers to follow the story made by the author whether about love stories, thrilling and scary stories, or funny and entertaining stories experienced by the main character. The results showed that the use of the imperative mood was so few compared to the two other mood types. The reason the imperative mood type became the least prominent data occurred in the chosen synopses was that when the author only used this mood in a synopsis, the readers would not be able to grasp the outline of the story that the reader needed to know. Besides that, it was also because of the use of the imperative mood that was correlated with the offer or command, the majority, the aim tended to create a rigid relationship because authors created boundaries between writers and readers by showing their authority such as giving orders to readers or

asking readers to do something.

The explanation of the findings above showed that the author of the synopses acted as the addresser while the readers were the addressee. As seen in the fifteen synopses the authors provided the information about the characters of the stories that were put as the subjects of the sentences, not the authors selves. They commended it by applying the declarative mood type as the dominant mood that appeared in the synopses. As an addresser or speaker in a particular communication setting, whether in public speeches or in writing media, he/she should convey information to the addressee or the listeners. It is appropriate with the finding of the previous studies that the speaker or the addresser mostly uses the declarative mood to deliver information, such as Yang (2017) that explored the interpersonal metafunction of Obama's inaugural address, and Kabigting (2020) about the interpersonal meaning in the Philippine online news headlines on COVID-19 pandemic.

Furthermore, the explanation above showed that the synopses of the fifteen stories in the Webtoon App that have been analyzed were appropriate to be used as the advertising media by the author to fulfill their aim to attract many readers. It is because these synopses contained the information required by the readers before they decided to take further action that is to read the whole story. These synopses contained the subject which told about the character of the story, the finite and the predicator that reflects the action or the time of the events, and the adjunct or predicator to show the problem or situation in the story including the information of the place and time. As in many synopses made by experts mostly were comprised of the character, the plot, and the event of the story. It was the author's effort in making the synopsis have information or features that could fulfill the purpose of informing, persuading, and stimulating the readers which were also realized by the use of the mood types of the interpersonal metafunction.

However, there was also a finding in this research that opposed the basic function of the mood types viewed by their lexico-grammar. The researcher found that there was a sentence indicating the interrogative mood yet it did not reflect the basic function of the interrogative mood sentence. This sentence was made by the author in order to provide information about the story to the reader. This result explained that the connection between the lexico-grammar and the interpersonal meaning of the sentence sometimes is not always clear and easy to understand. This was in accordance with the theory said that a clear-cut relation between the interpersonal meaning of a clause and its lexico-grammar does not always occur because the information can be acquired using the imperative, declarative, as well as the interrogative moods (Butt, et al, 1995: 75).

The findings that have been analyzed also showed the type of mood that the existence became dominant. It was the declarative mood that became the most dominant mood existing in these synopses. This result carried the synopses of stories in the Webtoon App to be an appropriate tool in complying with the duty of an addresser or a conversationalist in the specified communication environment that was the synopsis of the story in the Webtoon App.

The synopsis of the story in the Webtoon App consisted of the informing, stimulating, and persuading sense. It was managed by the use of the three mood types – the declarative, interrogative, and imperative moods in the synopsis. As stated previously that the declarative mood was applied to comply with the purpose of informing. The interrogative mood was used to meet the aim of stimulating. Whereas the imperative mood was employed to satisfy the persuading objective. The three senses of informing, stimulating, and persuading are the requirements in making the synopsis deserved to be advertising means to promote works in the Webtoon App, which are the stories made by the authors. It was purposed to make the number of readers in the Webtoon App upsurge.

IV. CONCLUSION

This study conducted research on fifteen synopses of stories in the Webtoon App. Based on the findings in the previous section, the researcher formulated conclusions in order to emphasize the key ideas that address the two research problems of this research with regard to the realization of the interpersonal metafunction mood in the Webtoon App stories' synopses. In representing the findings to answer the first research question, the researcher firstly elaborated on the realization of mood types in the fifteen synopses generally, after that the researcher elaborated on them based on the three genres that have been chosen; they were the romance, thriller, and comedy genres. Entirely, the three interpersonal mood types – the declarative, interrogative, and imperative moods appeared in these fifteen synopses. But, if it was seen in more detail by dividing them based on the three genres, not fully all three genres of stories had the appearance of the three interpersonal metafunction mood types. The stories of the romance genre only had the realization of the

declarative and the interrogative mood type because there was no data indicating the imperative mood type. Yet, the thriller and comedy genres stories had the realization of the three types of mood.

The declarative mood type as the most dominant mood that appeared. On the contrary, the imperative mood type became the least dominant to appear in the fifteen chosen synopses. The findings of the appearance of the mood type in each genre also depicted the same results. In the synopses of romance, thriller, and comedy stories, the declarative mood type presented the most with a fairly significant comparison that was beyond half of the total data in each genre of story. It led to the realization of either the interrogative or the imperative mood in each genre was found in not even half of all the total data. Yet in detail, the appearance of the interrogative mood type placed the second position, and almost in all three genres, the total number of the interrogative mood showed three times more than the data that showed the imperative mood. It made the imperative mood become the lowest.

The function of the mood type realized in the synopses of the Webtoon App's stories portrayed the exchange between the authors who made the synopses and the readers as the ones who benefit from the synopses. The exchange of them was the authors became the conversationalist while the readers became the recipient. It was due to the function of the declarative mood that was to supply information the conversationalist (the author) aspired to deliver to the recipient of the information (the readers). This showed the informing aim of the author. Moreover, the function of the interrogative mood type was to encourage the recipient's thought to be more curious about the story. It was done by making questions about the situation that might happen in the past as the cause or in the future as the results of the current situation. As it was a part of the author's goal in order to make the synopsis have a stimulating side. In addition, the imperative mood function was to put the readers that had the role as the recipient to take further action of what was commanded by the authors as the conversationalist in the synopsis communication setting. This was the effort of the author in satisfying the aim of persuading.

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