

CHAPTER I

INTRODUCTION

This chapter present background of the research, statement of the research of the research problem, objective of the research, significances, scope and limitation of the research, and definition of key term.

A. Background of Study

Education is the process of facilitating learning, or the acquisition of knowledge, skills, values, beliefs and habits. According to Mudyaharja quoted by Binti Maunah (2009:1) education is all live situation influence to individual pound. Education in the broadest sense means all actions and efforts of the older generation to transfer the knowledge, experience and skill to the younger generations as efforts to prepare them to fulfill their necessity in physical and spiritual as well.

According to Langgulong (1973:147) acquiring an education is not only get in formal education which is full of set of laws and norms, presenting a rather rigid curriculum as regard objectives, content and methodology, but it can be done in everywhere like in home, garden, a coffee shop, and soon, because in every place the researcher can take many values that can be applied to our life. The above explanation indicates that education can be done in everywhere and also can be taken from everything. One of the biggest things that have a great influence is mass media. In this globalization era, mass media grows rapidly.

As Langgulung said, education can be done in everywhere and also can be taken from everything. One of the biggest things that have a great influence is mass media. In this globalization era, mass media is growth rapidly. We can get a billion-information and learn about something easily. Mass media is blooming like a fire burns woods in dry season. Especially the big five mass media that are newspaper, magazine, radio, internet and television. One of the parts of television that has a great influence is movie. Movie is very effective to persuade people mind because it is covered with an interesting plot, and it is easy watching. Because of its persuasive, a consumption of movie is being a basic need, even life style. Movie can influence people easily because it is really close to our life. Movie itself is inspired from a real life but it was added some flavors in order to make it more beautiful for entertainment purpose. From the movie, viewer will be easily persuaded by the actual content presentation that engages audio visual sense so that messages in the movie will be easy to arrive in viewers mind.

Movies produce an emotional response to audiences. They can be amused, frightened, and excited, but they also can experience tension, patriotism, sorrow, pity, and so on. By watching movies, the audience can get more imagination in their mind and get many values by catching the messages conveyed in the story. There are many kinds of movie, such as action, comedies, horror, thriller, drama, and so on. For the topic of the research, the writer prefers to choose drama family and teenager movies with fresh and logical stories, but it still can convey rich values of live that can help the audience improve their own personality. All kinds of technology and everything around us such as television, internet, game, movie,

the group of people, books, and soon have the values that can change the human's character. Values themselves are the guiding principles of life that contribute to the all rounds development of an individual. They give a direction to life and thus bring joy, satisfaction and peace. Values add quality to life. Values give meaning and strength to an individual's character by occupying a central place in his/her life.

We should know that everything around us will build our character. Yusuf et. al, (2011: 27-31) states that there are two factors that will influence and build up character. The first is genetic factors and the second one is environment factors. Environment factors are classified into several kinds such as family's factor, school's factor, and culture's factor.

In order to interest and move readers, characters need to seem real. Keraf (2001:164) states "Disposition characteristic of the narrative can be obtained with an overview of the business counts the actions and utterances of the characters (supporting character), in line with its actions words and deeds". A character had to follow a role of character that have written or made by writers. A character in the story should demonstrate total accordance with what has been specified in a story in order to make the role of the resulting line with what is expected of a writer, and also a reader or spectator can look like the real scene. Good character makes a reader or watcher a strong sense of character's personality. Then, a character is a person who populates a literary work, and author uses characterization to show the character to the reader and watcher. The rule of the

character in developing plot can be differed to be main character and the support character or the major and the minor character.

Kluckhohn in Yusuf (2011:30) states that cultural factors regulate our life from birth to death, either consciously or unconsciously. Culture influences us to follow a certain behavior patterns that have been made. Meanwhile, there is also a movie that has a good value and motivational themes are the best of all to be seen and be investigated by the researcher. There are some reasons why the researcher used this movie. The first the movie related to learning theory that is humanism theory. A primary purpose of humanism could be described as the development of self-actualized, autonomous people (Rogers: 1994). In humanism, learning is student centered and personalized, and the educator's role is that of a facilitator. Humanism, a paradigm that emerged in the 1960s, focuses on the human freedom, dignity, and potential. A central assumption of humanism, according to (Huitt, 2001), is that people act with intentionality and values. This is in contrast to the behaviorist notion of operant conditioning (which argues that all behavior is the result of the application of consequences) and the cognitive psychologist belief that the discovering knowledge or constructing meaning is central to learning. Humanists also believe that it is necessary to study the person as a whole, especially as an individual grows and develops over the lifespan. It follows that the study of the self, motivation, and goals are areas of particular interest.

Another reasons Mr. Keating shows how that may be best achieved by actively engaging the people in deep learning "experiences" rather than subjecting

them to rote bookish learning. Mr. Keating's unorthodox methods provide examples for such experiential knowledge acquisition.

The next reason is the development of individual human resource is not likely to be a cookie-cutter operation. One cannot just throw abundant training material at everyone and contemplate a job well done. In this movie describe the characters like Todds, Neils and Meeks have developed characters.

The last reason is Mr. Keating is a good example of a transformational leader. Not only does he exhort his flock to seize the day, he also quietly opens their minds and hearts to the dangers of conformity that is deeply embedded in the kind of education Welton Academy is doling out to them.

The values in the movie with inspiring themes are the best of all to be seen and be investigated by the writer. One of inspiring movies is *Dead Poets Society* movie. The movie which is directed by Peter Weir in 1989 in Vermont boarding school Welton Academy, an all-male, elite prep school. On the first day of classes, the students are surprised by the unorthodox teaching methods of the new English teacher John Keating, a Welton alumnus who encourages his students to "make your lives extraordinary", a sentiment he summarizes with the Latin expression *carpe diem*.

In the culture itself, there are a lot of things that sometime are not fit to be applied to us. Technology, on the other hand, is a part of cultural factors, because it is made and used by the humans.

From the reason above, the researcher conducted research entitled ***Values Reflected by the Characters in the "Dead Poets Society" Movie.***

B. Statement of Research Problem

From the background of the research above, the research problem in this study is what values are reflected by the characters in “Dead Poets Society” movie?

C. Objectives of the Research

Based on the research question above, the objectives of this study is to describe what values are reflected by the characters in “Dead Poets Society” movie.

D. Significance of the Research

The significance of this study is aimed to the teachers, and other researchers.

1. For the teacher, this study is aimed to be an inspiration and also to help teacher in teaching his/her students. Teachers have more motivation to take care, know their students’ characters, can be good figure to their students, always pay attention, never give up teach their students and the teacher can innovation to teach their students in many ways. Makes the students more active and spirit to learn the subject.

2. For students, they can learn how to be good students who have a good character and have the high motivation to reach their aim. Be sides, they will be known that they can get the values not only around the schools or classes but also wherever they are especially in the movie.

3. For the other researchers, this study can be an inspiration and secondary data to the other researcher who interest to conduct study about values that reflected by

characters in others movie, so there will be many movies analyzed and many values gotten and applied.

E. Scope and Limitation of the Research

In order that there is no confusion and extension of understanding or deviation from the purpose of studying problem, the researcher will give the scope and limitation of this research. The researcher bravely says that the limitation of this research is that the researcher cannot make a direct interview with as the director Peter Weir of the movie, so the analysis maybe rather different with the director's purpose.

F. Definition of Key Terms

In order to avoid misunderstanding and ambiguity of terms which will be used, the researcher gives the definition of key terms, as follows:

1. Value

Value is everything that suitable to be applied by the human (Drijarka, 1966: 38). According to Rokeach (1973:5) value is a belief that specific mode of conduct or end state of personality or socially preferable to an opposite or converse mode of conduct or end –state of existence. Shortly value here means educational, social, and moral value that stated in *Dead Poets Society* movie.

2. Literary Analysis

Literary analysis is, in essence, an essay that delves deeper into a work of literature; examining and evaluating the various plot twists, character traits, events and setting in hopes of gaining a better insight into the message the author intended to deliver. Literary analysis understands the techniques that make literary

work effective. It can be done by identifying a certain kind of literary work then writing brief essay explaining what we have identified.

3. Movie

A movie or motion picture is the only new visual art form created in the 300 years. It is a complex, exclusive art, difficult to define, but the element of the movies is instantaneous and universal. Motion pictures are in fact both an art form and medium of mass entertainment, and in the latter capacity they have a significant impact in a sociological sense. In addition, they have background rooted in science and technology (Webster, 1973: 305). In this research use Dead Poets Society movie, set in 1959 at the fictional elite conservative Vermont boarding school Welton Academy, it tells the story of an English teacher who inspires his students through his teaching of poetry.