

# CHAPTER I

## INTRODUCTION

### A. Background of the Research

Language is important in the aspect of communication. People as social beings do not live alone, so it requires others to establish relationships with others. In the field of communication, language is needed to make interaction and to produce utterances in communication. According to Richards, et, al., (2002, p.283) “Language is the system of human communication which consists of the structural arrangement of sounds (their written representation) into large units, e.g. morphemes, words, sentences, utterances, etc” Based on the quotation above, it can be interpreted that language is used as a media to communicate each other. Language plays an important role because everyone can tell and express their opinion, idea, feeling or anything else to other people. There are many languages in the world, one of them is English. Nowadays, many countries use English to communicate both in spoken and written forms, as stated by Floris (2010:42) that English as a native language is used by people from all over the world as a second language and a foreign language, however even functions as a lingua franca among non-native speakers. It means that learning English is useful for people in communication, although we come from different countries.

In Indonesia, English is used as the foreign language and also becomes the main subject to be learnt from junior high school until university level, as stated by Supri (2012:297) that English is one of the foreign languages that should be

mastered by people to compete in the current area of globalization. In learning English, there are four skills that should be mastered by people, they are listening, speaking, reading and writing. To master those four skills, it should be supported by language components such as vocabulary, pronunciation and grammar.

There are many ways to learn English, one of them is by using media, as stated by Ihsanudin (2014, p.1) that media as a tool to give the information, whether the electronic or printed media to spread many information. Movie is used as media in learning English. Watching movie can give many information, imaginations and inspiration for people, as stated by Almutari (2004:4) were adapted from books or novels, not only that but also the movies can be adapted from true story which give many motivations and inspirations. To develop people's motivations in learning English, watching movie is not only as interesting media but also it can be introduced for the students about educational values.

There are some previous studies about movie, especially analysis about value in the movie. First, the study was done by Munawaroh prove that she found out some values gets to be classified deeply like moral values that cover to be opened, inquiring, active, brave and delight. And then social values consisting of agreeable, favor collaborates, ambitious, and good serves. Second, the study was done by Maulidia Humaira prove that she found some moral values in movie such as, respect, responsibility, justice, tolerance, wisdom, helping each other, altruism, cooperation, courage, and confidence. And in this movie, the most dominant moral values is helping each others.

The researcher concludes that many similar studies about movie have been done. But they have different focus on this research about educational value in Finding Nemo Movie. As a result, the researcher was interested in researching elements of education contained in it with the title "An Analysis of Educational Value in Finding Nemo Movie"

### **B. Statement of Research Problem**

Based on the background above, the following research problems are proposed:

1. What are the educational values found in finding nemo movie?
2. How are the educational values presented in finding nemo movie?

### **C. Objectives of the Research**

The objectives of the research are as follows:

1. To analyze the educational values found in finding nemo movie
2. To describe the educational values presented in finding nemo movie.

### **D. Significance of the Research**

The result of this study is expected to provide some significances to the following reasons:

1. For students

Students can understand deeply about education value and improve them to find the education value in the movie. It can be useful especially to informal learning, because most people like watching movies, thus this paper guidance to enrich the comprehension about educational value to decide the film is appropriate for their children or not.

## 2. For other Researcher

The result of this research can be inspiration to the others researcher who interest to conduct study about education values and this research also provide many references if they wants to conduct the research about education value in movie.

### **E. Scope and Limitation of the Research**

In this research, the researcher wants to examine about the educational value founded and the educational value presented by the researcher in the subtitle of the film entitled: *Finding Nemo*. This researcher will be concerned in the values found which are used reading script and seeing movie.

### **F. Definition of Key Terms**

The definitions of key terms are as follows:

1. Movie

Movie is a type of visual communication which use moving pictures and sound to tell stories or inform (help people to learn about new ideas).

2. Value

According to Linda (2010) the true value and universally accepted is the value that produces a behavior, and it is behaviors that have a positive impact for both the run and for others. A moment's reflection will revile that this infinitive means both to values and to evaluated. The some different appears in the price and to apprise, to esteem and to estimate.

3. Education

Education is conscious and planned effort to create an atmosphere of learning and the learning process so that learners are actively developing their own potentials to have the spiritual power of religion, self-control personality, intelligence, noble character, as well as the necessary skills themselves, society the nation and country.

4. Finding Nemo

Finding nemo is a 2003 American computer-animated film written by Andrew Stanton, directed by Stanton and Lee Unkrich and produced by Pixar Animation Studios for Walt Disney Pictures. It tells the story of the overly protective clownfish Marlin. Along the way he learns to take risks and that his son is capable of taking care of himself.