CHAPTER I

INTRODUCTION

In this chapter, the researcher discusses the background of the research, the research problem, the scope and limitation of the research, the objectives of the research, the significance of the research, and the definition of key terms.

A. Background of the Research

Movies are cultural artifacts generated by individual societies, which reflect and influence those cultures. Movie is well-thought-of to be a significant type of art (Brain, 2012), a popular resource of amusement as well as a potent means of educating or indoctrinating people. Motion pictures have a worldwide power of communication due to its visual aspects. There are many kinds of movie genre namely Western genre, action genre, science-fiction genre, American genre, screwball comedy genre, gangster genre, horror genre, historical romances genre, embryonic thriller genre, war genre, and noir genre (Monaco, 2009).

In movie, there must be elements that the filmmaker or producer pay attention to. There are some major elements of movie namely theme, setting, plot, emotional effect or mood, character, characterization, and style or texture (Boggs & Petrie, 2008). All of the elements above should be included in movie to make a perfect movie which can be enjoy and understood easily by the viewer. One of the basic elements above has the main role they are

character and characterization. It will give the best impression of the viewer to each character.

Characters are people or things that perform a specific role or appear in a movie and it are understood by the viewer as having moral qualities and particular tendencies that are exhibited in their words and actions. According to Khan & Giesen (2018) character animation is about personality, no matter if it is human, animal or, well unearthly demon. Character can be divisible into two, first the main characters (major character) and the second is the primary or supporting character (minor character). The way of the producer or director of the movie presenting their character is by giving characterization in each.

Characterization is the process of the actor's interpreting a character in a movie (Barsam, 2010). Characterization can be stated how the character react and or response to the other character. Furthermore, according to Boggs & Petrie (2012) there are vary mode to characterize the character, they are through appearance, dialogue, external and internal action, reaction of other character, contrast, caricature, and choice of name. The importance of giving characterization for each character in movie is to make the people who are watching a movie more understand about the characters of each are, what the role of them, to know the story line of the movie, to make the movie more interesting, more attractive. It is supported by Boggs & Petrie (2008) which defines characterization as a way in with the director made characters that can

be affect individuals' reaction. That is how the characterization is important implies in the movie.

There are several previous studies about an analysis of characterization of the main character in a movie. The first is study from Rafsanjani (2015) entitled Analysis of the Characterization and the Characteristics of the Main Character in the Movie "The Notebook". This study used qualitative with descriptive-qualitative method. The result of this study is personality of the main character including optimistic, faithful, idealistic, and romantic. The second is study from Ernawati & Patmarinanta (2016) with the title A Study on Characterization of the Main Character in "The Fault in Our Stars". This research used content analysis with analytical approach. The result of this study shows that Hazel is characterized as a character who depressed, books lover, fighter, and dynamic. In the other side, August is a character who chivalrous, kind, and loyal. The third is study by Putri (2017) with the title The Characterization of The Main Characters in Gone Girl Film. This research used descriptive qualitative method. The result in this research showed characterization of Amy Elliot Dunne as the main character they are intelligent, perfectionist, insecure, liar, and vengeful.

The fourth is study from Asminda (2018) entitle The Analysis of Maleficient's Characterization as a Main Character in Maleficient Movie. In this research, the researcher used qualitative research and descriptive method to expose and analyze the data. This study showed the resul of characterization of Maleficient they are good girl, grumpy, trouble maker,

guardian angel, and also good witch. The fifth is research by Toyibah (2019) with the title An Analysis of The Main Character in Movie the Great Gatsby. In this study the author used descriptive qualitative research. The results showed that Jay Gatsby was optimistic, loyal, honest, and friendly. Daisy Buchanan's second character has an inconsistent and cowardly character. Tom Buchanan's third character has an affair and a liar. And lastly is Nick Caraway, he is helpful and friendly.

All of five previous studies discuss about the characterization of personalities and psychology description of the main character in movie through speeches, thoughts, actions, reaction, and looks. Meanwhile in this research the researcher analyzes the characterization more complex consists of contrast, caricature and leitmotif, and choice of name, which did not used to describe in all previous study. Furthermore, the researcher discusses the messages that can be learn from Soul movie.

We know that the movie must contain the messages that the movie's director wants to convey. A message is a moral message intended to be delivered to the viewer, and the messages or moral ideas contained within are anticipated to serve as an example or role model in life. The message is always depending on the author's chosen theme and intent when writing the story. A post's message is not necessarily explicit, but it can also be inferred (hidden). The messages and movie cannot be separated from one another. Because of that relation, the researcher wants to discuss the messages that can be learn from Soul movie (2020) directed by Pete Docter. In this movie, Pete Docter

brings up the two main characters, namely Joe and 22. Form the two main characters that the director creates in this movie, they must have similarities and differences that can be used as wisdom in living life.

The researcher chooses the Soul movie to analyze because it is directed by Pete Docter from Pixar Animation Studio, who has so many achievements in making movie. After that, Soul movie is the first Pixar film released by Walt Disney Pictures to feature an African American protagonist which is black-skin and curly-hair which uncommon. Next, Soul movie has a high rating in Rotten Tomatoes it reaches 96%, in Metacritic it reaches 83%, and average rating from viewers is 8,3/10. The other reason is in 2020 Soul movie became the best animated movie and became the one who the viewer waiting to. Furthermore, Soul was named one of the top animated pictures of all time in 2021, and it is suitable for viewer of all ages. The last reason the researcher chooses Soul movie is because in Soul movie there are some characterizations showed by the main character which can be as a life lesson in living the life, especially from the main character.

From the importance of the characterization in movie, the researcher wants to conduct further research entitled **An Analysis of the Characterization of Joe and 22 as the Main Character in Soul Movie (2020) Directed by Pete Docter**.

B. **The Research Problem**

Based on the background of the research above, the researcher formulated the question of research problem as follows:

1. How Joe's characterization is described in Soul movie?

2. How 22's characterization is described in Soul movie?

3. What are the messages that can be learn from Soul movie?

C. **The Objectives of the Research Problem**

Based on the research problem, the objectives of this research are:

1. To describe the characterizations of Joe in Soul movie.

2. To describe the characterizations of 22 in Soul movie.

3. To describe the messages that can be learn from Soul movie.

D. **The Scope and Limitation of the Research**

The scope in this research is limited to the subject and object, they are:

1. The subject of this research is Soul movie and English subtitle.

2. The object of this research is the characterization and also the messages that can be learn from Joe and 22 as the main character in Soul movie based on Boggs & Petrie (2012) theory.

E.   The Significance of the Research

The researcher hopes that the result of this research beneficial practically:

1. For learners, the researcher hopes that this study will be useful can help students recognize and understand more deeply about how to characterize the characters in the movie, so that they can add insight into the various characters in the movie.

2. For teachers, the researcher hopes that this study can help teachers explain in more detail about the characterization of characters in movies easier and understandable by the learners.

3. For the other researcher, the researcher hopes this study would help to enhance the quality of their research, particularly if they wanted to do comparable or follow-up studies on analyzing characterization of the main character in movies.

F.   The Definitions of Key Terms

To avoid misunderstanding of this research, the researcher used some key terms, they are:

1. Movie

Movie is a collection of moving images which made by a director through a script or fiction story that can be developed and has a specific message or purpose.

2. Character

        Characters are people or things that perform a specific role or appear in a movie and it are understood by the viewer as having moral qualities and particular tendencies that are exhibited in their words and actions.

3. Characterization

        Characterization is the process of the actor's interpreting a character in a movie (Barsam & Monahan, 2010), how the character reacts and or response to the other character.