

## **CHAPTER I**

### **INTRODUCTION**

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

#### **A. Background Of the Research**

Language is a system of sound symbols created by human speech that allows people in a society to communicate with each other. There are two components to the definition of language. The message or meaning that is inferred from the sound stream itself comes first, followed by the sound that the speech mechanism produces. Our hearing organs are stimulated by vibrations, or sound. Second, meaning, or the information in the sound stream that makes us respond to what we hear. The speech stream is now the name given to the sound stream (Ritonga, 2012:1)

If a sound has no meaning, it cannot be considered language, even though the human speech organ produces it. It is necessary to consider the customs of a certain group of individuals in order to determine whether or not each stream of utterances has meaning. All linguistic communities, big or little, have traditionally accepted that any specific speech sound structure will have a certain meaning. This allows for the collection of a wide range of sound structures, each unique and serving a specific function within a linguistic community. Together, these semantically distinct speech pieces make up a linguistic community's vocabulary (Defianty, 2017:228)

The Big Indonesian Dictionary (Depdiknas, 2008: 116) defines language as a sound symbol, arbitrary and conventional articulation used as a communication tool for giving birth to feelings and thoughts; good conversation (words); polite; good manners; words used by a nation (ethnic group, country, region, etc.).

According to the Big Indonesian Dictionary (Depdiknas, 2008: 353), education is the act of using teaching and training to alter a person's or a group's attitudes and behavior in an effort to help them mature as human beings. Despite being two words, "teaching" and "training" have a consistent meaning due to their continuous spelling, neither only instructing or merely inadvertently training. The evolution of human beings towards perfection is the fundamental aspect of the educational process. In the National Education System Law Number 20 of 2003 concerning the general provisions of the national education system, it has been emphasized that "National education functions to develop capabilities and form dignified national character and civilization in the framework of educating the nation's life, aiming at developing the potential of students to become human beings of faith and piety. To God Almighty, have noble character, be healthy, knowledgeable, capable, creative, independent, and be a democratic and responsible citizen".

The aforementioned functions and purposes of national education make it abundantly evident that, in order to achieve the best results in line with the plan, education at all levels must be conducted methodically. The cognitive, emotional, and psychomotor domains are the three areas in

education that students need to be proficient in. The emotive domain is concerned with attitudes, morals, and character; the psychomotor domain is concerned with skills; and the cognitive domain is focused on the mastery of science and technology.

It can be argued that the advancement or regression of a nation is primarily determined by the state of education within that nation. Education plays a critical role in ensuring the growth and continuation of a nation's life. Education has the power to elevate people's morals, virtues, values, and attitudes that demonstrate how insane people really are. Thus, the goal of education is to create whole human beings, not just smart, capable, and useful individuals, but also change-agents and pious individuals. The same is true of in-class education (Kartono 1992:22).

Humans are borderless in the age of globalization, which allows them to easily communicate with people across national boundaries. Additionally, as technology advances, people can access a variety of content, including movies, e-books, songs, and more. The result is that technology can be used for learning and entertainment in addition to communication. Three categories of media exist in accordance with technological advancements: audio, visual, and audio visual (Rizaldi: 2021). Of these three formats, audio-visual has the best presentation; this will offer the benefit of being more engaging and comprehensible. When students use media that combines their senses of hearing and sight, they can learn more than they would if they only used one of those senses (Arsyad 2003:9). This is known as audio-visual

media. The movie (Arifiyanto, 2015:27) belongs to the category of audio-visual media. Additionally, the public's favorite form of entertainment is a movie. Every age group enjoys watching movies, including kids, teens, adults, and senior citizens. Movie has developed into a potent tool that can assist filmmakers, including educators in the classroom, in accomplishing their goals over time. As learning media, media can assist teachers in completing their tasks.

There are a ton of movies out there right now. Because of this enormous production, movies can now be seen in theaters, online, and even while people are lounging on their couches with televisions or other electronic devices. People can watch it easily because of its convenience, so viewers need to select the right content according to the category. Humans created television as a medium for information, entertainment, and education. Cartoon movies are among the television programs that kids frequently watch. Animation movies are meant for younger audiences.

Lots of movies that are produced contain educational value. In the movie it is described that the condition of education is increasingly vulnerable to globalization, but there are still many of them who have great motivation in being able to become quality characters. One of them is the *Raya And The Last Dragon* movie which will be released in 2021 which tells about the adventures of a girl named Raya who struggles to save Kumandra country from the threat of monsters. Together with the legendary dragon named Sisu and some of his friends to determine the welfare of Kumandra

Country. This animated movie contains symbols and culture typical of Southeast Asian countries, starting from clothing, setting, martial arts and culinary delights. The big theme in this movie is very interesting because it discusses diversity and unity. In this movie, many people think that this movie contains violence or war, but here the author wants to analyze and find out the educational values contained in the movie. In this movie we can find learning methods used by teachers to improve students' abilities in learning. In this movie teaches us to be students who are brave and never give up.

Several relevant studies on the analysis of the educational value of a movie prove that movies also contribute to education. The first study was conducted by Maratussolikah (2015) entitled Educational Values in The Karate Kid Movie. The result, she found 8 of 18 stated educational values. Then, the research from Rizaldi (2021) entitled An Analysis Of Educational Value In The Peanut Butter Falcon Movie. The result, he found 11 educational values contained in the The Peanut Butter Falcon movie. The last study is from Suryati (2018) entitled An Analysis of Educational Values in Life of PI Movie. The result of her research is about the important of never giving up in studying, peaceful and religious values. From these previous studies, although there are many similar studies conducted from a movie to analyze the value of education, they have different results.

From the previous studies above, there are several similar studies about identifying and describing educational values in movies. However, this

study has criteria because not all educational values have the same results or respond to them. The values analyzed must refer to or contain Indonesian culture, namely religion, unity and humanity, and nationality. Based on the discussion above, researchers are interested in analyzing the educational value of a movie, so a study will be conducted entitled "Analysis of Educational Values in the "Raya and The Last Dragon" Movie Script.

### **B. Formulation of Research Problems**

Based from the background of the study, the statement of the problems in this study are:

1. What are the educational values found in "Raya and The Last Dragon" movie script?
2. Which educational value is the most dominant appearing in "Raya and The Last Dragon" movie script?

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

Based on the problems of the research, the objectives of the research are presented below:

1. To analyze the educational values that included in "Raya and The Last Dragon" movie script.
2. To find out the most dominant educational value appearing in "Raya and The Last Dragon" movie script.

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

The significance of this study aimed at the teachers, students, and other researchers. Those are:

1. For Teachers

This research will provide inspiration and also reference movies that contain educational values that can help teachers as learning materials.

2. For Students

For students, this research reminds the importance of choosing movies that contain educational values. Provide a review to students about this movie, so that they are interested in watching the movie and also know the educational values contained in the movie. That way student can apply educational values in schools, especially to teachers.

3. For Researchers

For other researchers, this research can be an inspiration for researchers who are interested in researching the values of character education from other movies. so there will be many movies to analyze and many values that can be applied.

#### **E. The Scope and Limitation of the Study**

In this study, researchers will provide the scope and limitations of the study. Here, the scope of this research only analyzes the 18 educational values proposed by the Ministry of National Education in the Raya and the Last Dragon movie. These limitations can be a weakness of this research. The

researcher boldly said that the limitation of this study was that the researcher could not conduct direct interviews with the director of this movie so that the analysis might be somewhat different from the director's intention. The researcher also focuses on what educational values are contained in the *Raya and The Last Dragon* movie script.

## **F. Definitions of Key Terms**

### 1. Educational Value

The terms education and values are the building blocks of the phrase values education, which is created by combining them. Educational values are something that people find innately desirable or valuable (as a quality or principle entity) (Naquip, 1991: 8). The process of developing human character values is what makes education valuable. Setbacks brought on by both external and internal factors.

### 2. Movie

Movie is an audio-visual medium that combines words, sounds, and images to create a form of electronic mass communication. Another of the second mediums of contemporary communication to appear on the scene is movie (Sobur, 2004, 126).

### 3. *Raya and The Last Dragon*

*Raya and the Last Dragon* is a 2021 American computer-animated fantasy adventure movie produced by Walt Disney Animation Studios and distributed by Walt Disney Studios Motion Pictures. The 59th movie produced by the studio, directed by Don Hall and Carlos López Estrada. This



movie displays Asian culture and society. Southeast which is reflected in the film's meticulous visual details, namely architecture, landscapes, food, weaponry, costumes, and colors. The movie features a voice cast full of Asian-American celebrities such as Awkwafina (Nora Lum), Sandra Oh, and Gemma Chan. This movie tells about in the fantasy world of Kumandra, humans and dragons live together in harmony. However, when evil monsters known as Druuns threaten the land, the dragons sacrifice themselves to save humanity. Now, 500 years later, those same monsters have returned, and a warrior is here to search for the last dragon and stop the Druun once and for all.