

CHAPTER I

INTRODUCTION

1.1 Background of the research

Communication media is the medium used to deliver a message, one of the communication media is mass media. The mass media are divided into three electronic media covering radio and television broadcasting, print media include newspapers and magazines, as well a film/movie as a medium of communication. From the above statement the movie is a form of mass media and mass media itself is a form of communication which is massive, heterogeneous and can cause or provide a specific effect to the audiences. So researchers are interested in examining about movies and wanted to know whether the movie is quite effective influence to the audience. By its nature, the movie can be divided into two types. The first, a commercial movie is a movie that aims to benefit from all aspects. The second is a non-commercial Movie, the movie that is not for profit but have a purpose as useful information for the public at large. But in general, the film can be divided into several types, among others: Action Movie (Action), Adventure Movie (Adventure), Comedy (Comedy), Criminal Movie (Crime), Documentary Movie (Documentary), Fantasy Movie (Fantasy), Horror Movie (Horror).

For a movie that the author choose the genre "Adventure Movie". Adventure movies are a genre of the movie. Unlike action movies, they often the action scenes preferably reviews their use to display and explore exotic locations in an energetic way.

The subgenres of adventure movies include movies Swashbuckler, survival movies, Western movies, pirate movies, disaster movies, and historical dramas-which is similar to the epic genre movie and main plot elements include quests for lost continents; a jungle, mountain, island, ocean, city, or desert setting; characters embarking on treasure hunts, battles against antagonists, or heroic journeys for the unknown. Adventure films are commonly set in a period background and may include adapted stories of historical or fictional adventure heroes within the historical context. Kings, monarchies, battles, rebellion or piracy are commonly seen in adventure movies. Adventure movies Also may be combined with other movie genres such as science fiction, fantasy, horror, or war.

Lots of places to watch a movie, the more well-known is the Cinema. In addition to getting comfort, viewers can also enjoy movies in the atmosphere that support. Good and quality movies now be the target audience. Because now rampant manufacture of movie without quality and only seek profit. One new breakthrough again enthused the audience is an animation movie. The end of 2016, we are spoiled with the animated film with good quality which is claimed to be the latest Disney princess, the new movie with the title "Moana". Moana movie tells the story of a girl named Moana, he wanted to start his adventure to wade through the vast ocean called the Pacific Ocean. The story will flashback to three thousand years ago there was a sailor most famous in the world have traveled throughout the South Pacific ocean and have found so many islands in the region. But after a thousand years of stop voyage and from there why Moana wanted to sail across the ocean very broad. From there, the teenage girl went sailing and conduct dangerous missions and is done to complete the mission predecessors which have not been resolved. Moana was sailing when he met with Maui. From that meeting they both agreed to work together to travel across the ocean for the sake of completing an unfinished mission.

This film has a psychological impact for the audience, especially in the sense of despair. As humans we are not in despair in the exam of life. Because Moana is a figure of teenagers who are growing up, then we are more focused on psychology moana who are looking for identity. Based on the review, The writer interested to discriminate on search identity of a Moana. In addition, the writer wanted to know the kind of teenagers such as whether the character Moana as teenagers who are looking for identity. The author also will describe, including characters such as whether youth or spectators during adolescence after watching and reading this research.

The author chose this movie because the message is very valuable, how do we choose life we are facing and the future without having to fear to find our identity, especially for motivated young people who are confused to find who they are? The answers to these questions might change with time or experience. Some philosophers believe that the purpose of life is really to discover who we are. To do that, we need to explore lots of possibilities to find the answers to these questions. The process of finding our true self

results in finding what psychologists have called. The analytical method is used in this study through a literal.

Approach to the intrinsic elements are implemented through the concept of characterization, plot, and setting, and the extrinsic elements through using a psychological approach Identity achievement theory by James Marcia.

1.2 Identification of the Problem

Based on the background of the above problem, the author limit the identification of problem to the character of Moana who experiences adventure life, as a result of Maui's act of stealing the heart of Te Fiti that resulted in a natural disaster. Moana is the person chosen to restore the heart so that the disaster does not continue and find out who is the ancestor of Motunui villagers? The struggle is very difficult and long, one of the first ways is to find a Maui that was lost thousands of years ago on an island. The goal is to help Moana restore Te Fiti's heart. Therefore, the author assume that the assumptions of this research is : *Psychological Study of Moana's Character in Search for James Marcia's Identity Statures Theory in Walt Disney Pictures "Moana" Movie*

1.3 Limitation of the problem

Based on the identification of the above problem, the author limits the problem of research on Walt Disney figure.

1. The approach that the author used is a literary approach namely is characterization, setting and plot
2. Non-literary approach that the author used is the psychology literature is about *Identity Statures Theory* by James Marcia.

1.4 Formulation of the problem

According to the background of the problems mentioned above, I assume that someone will manage to find his identity when they are willing to learn and try new experiences. The purpose is to get towards the goal of life according to the character themselves. To answer these questions the writer formulates the problem as follows.

1. What are the characterizations of this movie through showing and telling methods?
2. What are the setting, and plot of this through showing and telling methods?

3. How can the movie *Moana* be analyzed through the concept of “Identity Achievement” by James Marcia?
4. How can be reinforce the theme by using the approach of intrinsic and extrinsic?

1.5 Objectives of the research

Based on the formulation of research, the purpose of this research is give motivate for young people to determine their identity, this movie is very concerned with the theory of James Marcia. To achieve the objectives of this research there are several steps that must be done such as:

1. To analyze characterization through showing and telling methods.
2. To analyze the setting and plot in the movie
3. To analyze the movie approach to James Marcian Identity Statuses of Character *Moana* in Walt Disney Pictures’ *Moana* Movie: A Study of Psychology
4. To reinforce the theme by using the approach of intrinsic and extrinsic.

1.6 Benefit of the research

This study aims to develop knowledge of the literature and applying literary theory, in the movie, *Moana* is generally advised us not to be easily discouraged. In addition, this research aims to increase understanding of Marcia's theory and its application to literature. This research is expected to be useful, especially for writers, students and readers, such as :

- a. Administrative benefits that research by the author can be used as one of the requirements for a bachelor of education programs Education study English Literature at the University of Darma Persada.
- b. The theoretical benefits that add insight, especially on the issues examined, the practical benefits that increase experience in conducting qualitative research, especially research in intrinsic and extrinsic element in the movie.
- c. Benefits for college students, knowing the students' ability to appreciate literature, (movie), adding the student's skills in appreciating literature, attract students' interest towards literature.
- d. Benefit of the reader, this research is expected to provide benefits to increase knowledge and experience in studying the intrinsic and extrinsic elements of a movie. For readers, this research is intended to help guide the development of literature and

provide an overview and motivation to define a way of life, and we should be confident, while from the other side for the reader is to find a reference in how to do their own research. This study wanted to introduce literature as art products, which has many meanings and references to give lessons in life goals.

1.7 Methods of the research

The type of this research is qualitative method which using data collection method. Qualitative refers a way of conducting, and conceiving the research. In qualitative research, the researcher is the instrument or the tool for designing, collecting, and analyzing research. The Moana Movie is the essential data, while other books or articles related to this research functions as the secondary data to help this research :

Theoretical Basis : General Theory: Film, Theory of Fiction, Intrinsic Theory

Special Theory : Definition of identity statuses theory of "Identity Achievement" by James Marcia

Data Collection Methods: *Observation*, is the ability to used observations through the eyes and the senses work assisted with the other senses. (Bungin, 2008: 115). In preparing this study, researchers conducted observations in the "Moana" movie, to observe carefully at each section indicating the occurrence of the search for identity of the main character.

Documentary, method is most of the data available the form of letters, diaries, souvenirs, reports and etc. (Bungin, 2008: 122). Documentary the researchers used in researching the problem are the notes in the form of a transcript of the dialogue in the movie "Moana".

Studies Library, Literary study is the work done by researchers to gather information relevant to the topic or problem to be studied. Information was obtained from books, papers and articles from online media. Researchers dont not conduct interviews with relevant parties for the "Identity achievement" of the work of the movie, which analyzed deep.

1.8 Systematic organization of the research

Based on the benefits of research above, systematic organization of this research is arranged as follows:

CHAPTER I: INTRODUCTION

Introduction, it consists of the background, identification of problem, restriction of the problem, formulation of the problem,

research purpose, theoretical, research methodology, and benefit of the research.

CHAPTER II: FRAMEWORK OF THE THEORIES

Framework of the Theories, It consists of the explanation of the concepts and theories. It includes intrinsic and extrinsic approaches. Intrinsic approaches are characterization, setting, plot, and theme. Through in extrinsic approach, The author used the psychology literature, It is about Identity Statuses Theory by James Marcia.

CHAPTER III: JAMES MARCIAN IDENTITY STATUSES OF CHARACTER MOANA IN WALT DISNEY PICTURES' MOANA MOVIE: A STUDY OF PSYCHOLOGY THROUGH INTRINSIC APPROACHES

This chapter consists of analysing intrinsic approaches that includes intrinsic elements such as character, characterization, setting and plot

CHAPTER IV: THE IDENTITY ACHIEVEMENT OF MOANA'S CHARACTER IN MOANA MOVIE THROUGH THE ELABORATION OF INTRINSIC AND EXTRINSIC APPROACHES

This chapter consists of analysing extrinsic approaches by psychological concept of Identity Statuses (Identity Achievement) by James Marcia and this chapter consists of correlation of theme between intrinsic and extrinsic approaches.

CHAPTER V: CONCLUSION

This chapter is the conclusion of movie analysis walt Disney Pictures' *MOANA*

Attachment : references and schemes of the research.