CHAPTER 2

THEORITICAL FRAMEWORK

This chapter presents theories and previous studies in the literature review section. The sections include theories on psychoanalysis, trauma, post-traumatic stress disorder (PTSD), and a synopsis of the Coco movie. These sections will later be included in the discussion chapter to provide a more critical and comprehensive discussion, by including a literature review containing researches in a similar focus.

2.1 Intrinsic Elements

2.1.1 Characterization

Characterization is a literary device used to explain and highlight the details given by characters in a literary work. Characterization is the way the author provides development of the character of a literary work. The methods given in the characterizations are divided into: the appearance of the characters displayed, the thoughts of the characters expressed, the actions of the characters displayed, the reactions of other people obtained, and the speech of the characters left behind. Characterization is an action desired by the author or creator of a literary work to include the mental aspects of the character. Characterization is how each character shows the way of thinking, appearance and behavior in the story. In many cases, the author or creator of a literary work provides a characterization in a direct and given form of how the author or creator defines a character, thus making it a more explicit characterization. On several other occasions, the author or creator of literary works tries to display characterization by using certain contexts or issues in literary works. M.H Abrams (1981) states that characterization is divided into two types: direct characterization and indirect characterization.

1. **Direct Characterization**

Direct Characterization is a type of characterization that is shown directly by the author in a literary work and its designation is given in an explicit form. It is generally indicated directly by the author or other character in the literary work and is given using adjectives, descriptive phrases, and epithets, so that most of it is given in dialogue. It makes direct characterization given with character traits that are expressed directly and given from dialogue or comments of characters in the same literary work in a part or all parts of the plot. Direct characterization makes the reader to directly understand the characterization of the character. In the Coco movie, for example, Miguel is given a direct characterization by how Abuelita continues to scold Coco for being stubborn to music.

2. **Indirect Characterization**

Indirect characterization is the opposite or contradiction of direct characterization, where the personality or characterization given by the character in the story is given in an implicit form. In particular, the characterizations are given in the form of being shown rather than being told directly, thus making the character indirectly shown from the actions and words of other characters in the work, for example. In the indirect characterization section, there are 5 methods given from how the characterization is presented: speech (dialogue given by the character), thoughts (private feelings and thoughts given by the character), effect (feelings, thoughts and words of the character that give effect to the character). others and the reactions they get), actions (how the character behaves in one situation and another), and looks (talking about appearance and its relationship with personality).

2.1.2 Setting

Diyanni (2001) states that the setting is directly related to the world of literary works. It is given using the place and time according to the plot and where the story is going. Setting is also often referred to as the imaginary world, but in many cases, many writers use the actual atmosphere or the real world in stories that are directly related to real life. Cultural and historical backgrounds are also often given to influence the plot in the story. The setting is divided into 3 simple divisions: time setting, place setting, and social setting. Setting of places is a place used in literary works that is used when the story process is carried out or played. Time setting relates to the time period in which the story takes place. The last is the social setting which is a situation given in the story to give an additional impression or become the main impression in the story. When referring to the setting of time, literary works provide different functions in it. The first-time setting relates to the time period of how the story is executed. The second time setting is the time travel that the character goes through. The third time setting is the amount of time passed by the character in the course of the story. On the other hand, the setting of place and time gives their respective functions in the form of context and product of the given place and time. When discussing social settings, it is important to understand the conditions and context of the community considering how society stores values, customs and culture in order to also provide solutions to the obstacles that the character may face due to these conditions and contexts, regarding what is allowed and what cannot be conducted.

There are 3 types of division of the setting, namely the natural world, objects or human constructions, and cultural assumptions and conditions. The outdoors is a setting or location of the natural world that pays attention to parts of nature (rivers, lakes, trees, fields, grass, mountains, valleys and hills), living things (horses, snakes, birds, dogs) and conditions that come from nature (sunshine, cold, heat, storm, snow, rain, wind, calm, darkness). The outdoors influences the actions and characterization of the characters or the course of the story. Another example is the

object or human construction that gives the quality of the fictional character and life given by the author or creator of a literary work. It relates to buildings (houses, necklaces, hair bands, cars, toys, park benches, fences, and streets). Finally, there are cultural conditions in which many assumptions are given (primitive beliefs, personal life of character, scientific beliefs, modernity, human sacrifice). From some of these parts, the setting becomes a relationship between humans and nature or humans with humans themselves. Setting has a great influence on literary devices and becomes a part where it can help or hurt the characters, so that they become dependent or hate their surroundings which bring the characters to have the potential to cause or receive problems. In the dialogue of the characters, it can also explain the setting, where the stored ideas or habits are divided into a period of time or a place that is shared as well. Setting is given by writers and creators about the situation around what they are familiar with and is clearly depicted in the types of sights, colors, sounds and textures in words and performances. There is an image given by the author or creator about the setting that is rooted in his mind which brings the story into its destination.

2.1.3   Plot

According to Diyanni (2001), plot is a series of events that are given in an organized form so that a complete story can be conveyed to the reader from a literary work. Plot is how the author composes the whole story of a literary work. This makes the plot interpreted as the preparation of the story to make it easier for the audience to understand the literary work. Universally, the plot is defined as the events that make up the story, in literary terms, each of which is connected in a sequence or pattern, providing cause and effect, involving the reader's view of the story directly or by chance. In the plot, many physical, emotional, and mental changes occur in the characters of a literary work. Freytag (1863) in Plot Pyramid divides the plot into exposition, rising action, climax, falling action and denouement (resolution).

1. **Exposition.**

    Exposition is the beginning of the story where the characters and settings appear in this section. This section is also generally used to introduce the characters, setting, and background of the story. Also at the beginning, an introduction to general characterization is given to take the characters and provide various facts about the characters and situations so that readers and audiences of the work can understand the course of the story going forward. Many also omit this section by including the rising action as the initial part of the story for a literary work with a faster or shorter flow so that this section is immediately given a problem or explained about the problem that must be solved.

2. **Rising Action**

    Rush (2005) states that rising action is the part where problems arise which may have previously been passed or are being passed by the main character so that there is a clear goal that is understood by the reader or audience of the literary work. Rising action is given between the exposition and climax which is the end of the exposition and the beginning of the climax, showing the main character who will soon face a conflict or an antagonist who is trying to create chaos. This part is generally the most difficult part for the main character or protagonist in the story because this part is a complex part that will bring the main character to the core problem in literary works.

3. **Climax**

    Rush (2005) states that the climax or the biggest conflict or main conflict experienced by the main character or protagonist requires him to resolve the conflict to a solution. Climax is a great tension given by a given situation in a literary work. Climax generally appears to the main character

as the core of the conflict's purpose. This section can also be filled with the struggle given by the main character to achieve his goal or the solution of the initial problem that brings the main character to the bigger, biggest or most core problem in the story.

4. **Falling Action**

Diyanni (2001) mentions that falling action is the part where the tension given by the story in the previous chapter is calmer and this part generally appears when the story is about to enter its final chapter. This part is the part where the climax begins to fall and is completed by the characters and the nature of the story. This part is also the part where the intensity of the story has begun to subside and recover. This is the final part of the climax and goes into how resolution is given to the story through both the characters and the nature of the story.

5. **Denouement (Resolution)**

Arp and Johnson (2006) stated that the resolution is the final part of the story where all problems have been resolved, especially the biggest problems in literary works. In most of the fictional stories, a happy ending is generally given, in which the protagonist or main character can defeat the enemy, solve problems and find his true love, thus making his life happy forever or happier than before. On the other hand, Diyanni (2001) states that resolution occurs after the falling action after the complications or conflicts of the story have been resolved. The main character has solved his problem in this part and the whole story ends.

2.2 Extrinsic Elements

2.2.1 Psychology of Literature

Psychology of literature is an approach that focuses on the psychology of the characters given in a literary work. This approach contradicts the statement that literary works are required to concentrate on more than one behaviour. Psychology is a study that studies knowing human behaviour which makes it a specific study. Wilcox (2012) states that literary psychology is a study that focuses on the mentality of humans so that the approach examines the psychological side of character which generally reflects actual human life. Many theories given in this study attempt to solve the mystery and find out the inspiration of human behaviour given in a literary work by including psychological theory in it.

One of the theories in the psychology of literature is the theory of post-traumatic stress disorder (PTSD). One theory is that developed by Smith and Segal (2008), for example, in which they focus on traumatic experiences that cause abnormalities in human psychology. Roekhan in Endrswara (2011) states that the psychological approach is related or related to three possible approaches: intrinsic approach (internal aspects of literary works), pragmatic approach (psychology shown by the reader), and finally the expressive approach (psychology shown by the author). which is contained in the literary works of his writings. It can be concluded that the psychological approach includes at least one of these approaches. However, in this study, trauma psychology focused on the intrinsic approach in the psychological literature and used it to investigate the psychology of the characters and their disorders that lead them to exhibit trauma symptoms.

Endraswara (2011) states that psychological criticism is carried out in three ways in its analysis. The first way is how the psychological condition of the writer is discussed to find out how the condition was when he created the work he wrote. The second way is how the psychological conditions are given by the characters in literary works. The third way is how the psychological condition of the reader and how the reader responds to the psychological character and psychological possibilities of the writer which is reflected in the character of his writing. The

researcher who uses analysis with a psychological approach means that he must apply the psychological theory he can give to the characters in a literary work. Psychological theory helps researchers in knowing the psychological phenomena of a character that is reflected in real life. However, in this case, the researcher must also apply the theory by considering the content and plot in the story so that the researcher is not only trapped in a psychological theory that can turn it into a psychological study without including literary works and the influence of the author in it. In this case, the researcher must combine psychological theory and elements that exist inside and outside the literary work, thus making it a psychological theory of literature and not only trapped in psychological theory.

2.2.2 Trauma

The term trauma comes from the Greek, which according to Cerney in Pickett (1998), is defined as 'wound'. Trauma is used to describe situations or events experienced by victims of traumatic experiences. Trauma is experienced by victims after receiving experiences or traumatic events in different forms, so that each victim also shows different reactions in dealing with the traumatic event (Tarmizi, 2012). Trauma is an event witnessed or experienced by someone who suffered trauma when it has the potential to threaten the safety and life of the trauma sufferer (Lonergan, 1999). Thus, a person who experienced or witnessed the incident is common to receive a reaction of physical and emotional shock that he will carry for a long time. That is why trauma generally has an effect that lasts for years. During this time, the patient will feel helpless and afraid if confronted or remembers about the incident. Trauma has symptoms that appear to the sufferer that describe how shocked the patient is when he responds to the incident, whether it is severe or mild. These symptoms are also influenced by history and other experiences in the past that can suppress the traumatic experience or even continue to remind him of the incident. Trauma has many types, one of which is psychological trauma. Psychological trauma is trauma received due to a sudden event that occurs which becomes an excruciatingly painful experience and is unable to be controlled by the

sufferer, so that it has the potential to reduce or even damage the mental endurance function of the sufferer.

Trauma is divided into two factors which can be caused by internal factors, otherwise known as psychological factors, and external factors. Internal factor is a mental disorder or a form of mental dysfunction of the sufferer which makes the sufferer fail to react to the adaptation mechanism of mental function, so that they accept external tension and stimulation and result in disturbance or dysfunction in a system, organ, or part of the mental. It also relates to mental pathology and its role in stimulating their social life which can also be combined with secondary causative factors that favour an increase in the dysfunction. On the other hand, external factor is a trauma factor caused by abuse, physical injury, trauma, and socialization to outsiders, such as family. Irresponsible actions and crimes that cause physical injury and trauma to the victim's organs or body are examples that lead to trauma from external factors. From these various explanations, it can be concluded that trauma is an event based on a disaster that brings sufferers to accept the traumatic condition in a critical and ordinary form, which makes the incident stored in their subconscious and in their long-term memory. Trauma is something that happens not only in real life and to real people, but it can also happen to characters in a literary work. In this research, Coco movie script is the data source which is a film literary work where the characters have psychological trauma experienced by Miguel's family.

2.2.3 Post-Traumatic Stress Disorder (PTSD)

According to Scoot & Stradling (1992 in Febriani, 2018), analysis of the effects of traumatic events experienced by a person is known as Post Traumatic Stress Disorder or PTSD. They state that PTSD events are disease events similar to schizophrenia in which 1% of the population receives the disease at an unpredictable time. They mention that PTSD is caused by a stressor which is a traumatic event that occurs for many reasons and ways. The first way is that the

traumatic event threatens the physical integrity and life of the sufferer. For example, in a war, a soldier is almost hit by a bullet from a gun in the head. It inflicted a trauma that he would carry in his future to the sound of gunfire, for example, or a warlike atmosphere, or bullets. The second way is how traumatic events occur when sufferers receive threats to their closest or loved ones, or events around them. For example, when a robbery occurs, the sufferer sees his father or mother being killed or beaten by the robber in front of his eyes which makes him traumatized by the sound of hitting or trauma to events that are similar to the actual robbery.

Scoot & Stradling (1992 in Febriani, 2018) mention a classification of five criteria that can be implemented for a person to be able to diagnose them as sufferers of PTSD. The first criterion is that sufferers are required to experience or witness a threat to their life or physical well-being for which they are traumatized. The second criterion is that the sufferer is required to experience the event first-hand in one or more ways. The third criterion is that the patient is required to demonstrate potential in avoiding stimuli from anything related to the trauma and demonstrate the numbing effect that is given to the general response normally given to an ordinary event. The fourth criterion is the patient receives symptoms of increased arousal in a persistent form which shows high sensitivity, which is also divided into three indicators: difficulty sleeping, angry outbursts or irritability, also sufferers are unable to control emotions and make their emotions become unstable. balanced, the last is the excessive vigilance given to events that are not related to the traumatic event. The fifth criterion is trauma symptoms that are required to exist or last for at least a month.

Trauma is what causes stress which is defined as a body response that does not respond properly and does not work with the demands of the required changes (Hans Selye, 1936). Stress is often associated with fatigue, worry about something and feeling overwhelmed. Stress can be experienced and affects people of all ages, circumstances, gender, and psychological and physical health. By definition, stress is categorized as an emotional experience based on discomfort and accompanied by physiological, biochemical and behavioral changes. Stress is not always harmful

because moderate stress does, in fact, provide benefits, for example giving a person an energy boost to remember something when they are taking an exam about what they have learned or also supporting someone to do something according to their work deadlines. However, stress in extreme and significant circumstances will adversely affect health, the immune system, the central nervous system, neuroendocrine and cardiovascular (Baum, 1990).

2.2.3.1 Psychology of Post-traumatic stress disorder (PTSD)

Post-traumatic stress disorder can be cured with the psychology of post-traumatic stress disorder. Flannery (1999) mentions three domains used to treat posttraumatic stress disorder in the psychology of posttraumatic stress disorder. These domains are known to contribute to overall mental and physical health: caring attachments to others, reasonable mastery and meaningful purpose in life. The attachment to caring for others is mentioned as a relationship that is fostered with the surrounding environment that is able to provide emotional support to sufferers, as well as instrumental support, financial assistance, political assistance, information support and friendship. Reasonable control is an ability possessed by sufferers to meet needs and shape their environment. Meaningful goals in life take into account central values and events that can motivate sufferers to take an active role in their daily lives and provide direction when they are in the toughest times of their lives. Some examples of these domains are attending weddings and family or friend events, doing volunteer work or doing charity work, progressing in work or performance. These three domains are useful for individual resources and skills to overcome posttraumatic stress disorder and recover from it.

These three domains, however, do not run smoothly when the individual or sufferer is disturbed by the traumatic event to the point where they have inadequate coping in that area which usually occurs in sufferers at certain times. The three types of disorders experienced are: wrong mastery, bound concern in inadequate form given to others, lost purpose from the sufferer's life.

1. Wrong mastery.

Traumatic events generally occur when the victim is completely out of their control. There are situations where the previously existing coping responses do not appear because they have previously tried to take over their lives according to their abilities. There is a form of super control given by the sufferer to the point where it becomes a manifestation of the process. There is a high vigilance given by sufferers to live their lives and control their lives so that they can prevent various incidents similar to traumatic events that can threaten their lives. At the other end of the continuum of control is one where the sufferer becomes helpless and surrenders completely to their trauma. There is an assumption given by the victim which is that when he cannot control a situation at all, he decides or it has been confirmed that he cannot control other situations at all. There is an incorrect coping response shown. Further, sufferers also often engage in the wrong kinds of coping responses in that they use alcohol or drugs to treat their own psychological distress and intend to calm their nerves. While there has been demonstrated success in the short and temporary term, it is never a suggestion or recommendation for the long term. This actually adds a new problem, namely addiction to alcohol and drugs, so that additional diseases arise. It makes mastery of the traumatic event 'resolved' by adding a new problem and the problem can be a potential traumatizer with the source of the initial traumatic event. Van der Kolkin in Flanery (1996) calls this passage 'forced repetition'. An example from this section is war veterans who are involved in constant fights because of the effects of war on their civilian lives. Another example is health workers who are constantly attacked by patients with traumatic or other mental disorders, even healthy patients who do not accept certain decisions.

2. Bound concern in inadequate form given to others.

There are parts where the attachment network of caring that is owned by the victim is disrupted due to the traumatic event he has experienced. For example, a traumatic event where a child is often beaten by his father will lead him to a disturbed network of caring attachments to his family and possibly the surrounding community. Further, there are many traumatic events that become extremely painful and leave a major and overall mark on the sufferer's life to the point where they withdraw completely from life, from other people, and avoid situations that they find very frightening. This is similar to what happened in previous examples and other violent events. There are parts where the attachment network of caring that is owned by the victim is disrupted due to the traumatic event he has experienced. For example, a traumatic event where a child is often beaten by his father will lead him to a disturbed network of caring attachments to his family and possibly the surrounding community. Further, there are many traumatic events that become extremely painful and leave a major and overall mark on the sufferer's life to the point where they withdraw completely from life, from other people, and avoid situations that they find very frightening. This is similar to what happened in previous examples and other violent events. This section explains clearly about the relationship between humans and life itself which is still very weak. Victims or sufferers will realize about how they will continue to be victims and how easily they will become victims of other painful events because of their fear. They lose power over themselves and keep blaming themselves because the perpetrator keeps blaming the victim too. The perpetrator, in this case, gives the victim an illusion of control. They also withdraw and continue to put the blame on the victim, so that the victim has an empty concern for themselves or for others and the perpetrator has an empty concern for the victim and norms.

3. Lost purpose from the sufferer's life.

World coherence must be a part where individuals maintain their life commitments that they think are important. Antonovsky in Flanery (1999) states that the belief that the world is predictable and safe is assisted by the existence of a sense of coherence that gives individuals confidence in it. There is an investment of energy given in these elements and individuals have the ability to exert mastery over the events that occur in their daily lives in a natural form. However, Janoff-Bulman in Flanery (1999) mentions that traumatic events are one of the fundamental things that damage mastery. The sufferer from the traumatic event views the world as unsafe and disorderly, as well as an area that is not worth investing in. They find it difficult to understand the evil actions of other people, they are also more aware of natural disasters, which makes their minds state that there are other people's thoughts that are twisted to the point where they commit crimes. They feel that traditional goals in life no longer exist, are empty and inadequate, and they are left by life to exist in a directionless realm.

Based on the explanations and failures experienced by victims in the psychology of post-traumatic stress disorder, good functioning of mental and physical health domains is difficult for a person to maintain when they are in the sections described. They have the wrong mastery, they do not have sufficient caring attachments, and they also have lost and meaningless purposes. However, that does not mean that people with PTSD can just give up. Seeking support, seeking treatment, and applying different types of coping skills, meaning being willing to try, will give PTSD sufferers the ability to overcome the disorder and succeed in getting out and living a happy life.

2.2.3.2 Stages of Post-traumatic stress disorder (PTSD)

Bromet *et al.* (2016) explains that the psychological response that each sufferer has from traumatic events that happened to them in direct or indirect form can be observed using a time span of hours, days and months. In the stages he developed, if an individual is already in the post-traumatic stress disorder (PTSD) stage, then that means they are in the last few stages of the whole thing. There is the first stage, there is the Acute Stress Response (ASR) which occurs in the first 48 hours of the individual to experience their post-trauma. These symptoms will continue to exist until the duration of the 3rd day to a total of 1 month from the first post-traumatic appearance which can be called as Acute Stress Disorder (ASD). Within a period of 1 to 3 months, it can be immediately categorized as Acute Post Traumatic Stress Disorder (Acute PTSD). In situations where the same symptoms appear for more than 3 months and up to a year or more, it can be concluded that the patient is in Chronic Post Traumatic Stress Disorder (Chronic PTSD). It can be concluded that there are four stages shown in PTSD patients until the final stage.

2.2.3.3 The Causes of Post-traumatic stress disorder (PTSD)

Post-traumatic stress disorder is generally not caused by one cause alone, but is caused by a combination or a combination of many factors that ultimately cause a person to accept the developing post-traumatic stress disorder. Gerald C Davison (2006) classifies and explains the 4 causes that cause a person to suffer from PTSD which are divided into the following:

1. **Genetic Cause.**

    Genetic causes are one of the main causes in a person to receive PTSD. It generally runs in the family line. Someone who has a relative who suffers from PTSD has a greater potential for him to suffer from PTSD also because of the genetic cause. Although it is not certain that a genetic cause will be the exact cause and prelude for a person to receive PTSD, it is

possible for families to accept more susceptibility to PTSD that they will suffer from.

2. Brain structure Cause.

Each individual can show a different structure in their brain. Each individual exhibit different fears and emotions towards something, especially when it is related to a traumatic event. In a situation where certain brain areas of PTSD sufferers become severely disturbed or differ in structure, then he or she has a higher potential to suffer from PTSD when compared to other individuals who have different brain structures, so brain structure is one of the causes of PTSD.

3. Environmental Cause.

It is known that individuals who have a history in which the environment has or shows the potential for the disease will have a higher impact on stress and trauma than individuals who have no history at all. For example, children who grow up in a family where their father, mother, or other family member is abusive are more likely to develop PTSD than children who grow up in a family where there is no or no violence at all. It can be concluded that the environment is one of the causes of suffering from PTSD.

4. Psychological Cause.

Individuals who have a history of other illnesses or illnesses that are directly related to depression and anxiety will show a greater potential for receiving PTSD or suffering from the disease. So, it can be concluded that the psychology possessed by individuals also puts a big cause in their possibility to suffer from the disease.

2.2.3.4 The Impacts of Post-traumatic stress disorder (PTSD)

According to Gerald C Davison (2006), Post-traumatic stress disorder (PTSD) has an impact based on changes in behaviour, feelings, and changes in thoughts. In particular, the change of mind is divided into 4 effects in it. The first impact is sufferers who refuse to accept reality. The second impact is the sufferer who always remembers the traumatic event. The third impact is sufferers who experience many nightmares due to traumatic events. The fourth impact is concentration that is difficult for sufferers to obtain. The last impact is sufferers who accept many events where they forget a lot of things. In addition, changes in feelings are also divided into 4 impacts. The first impact is that sufferers have more fear than someone who does not suffer from PTSD. The second impact is that the patient has anxiety. The third impact is sufferers who experience excessive sadness. The fourth impact is sufferers who feel as if they do not really live in the world. Behavioural changes specifically show 7 impacts on people with PTSD. The first impact is that the patient has difficulty breathing and croup. The second impact is that the patient has difficulty sleeping. The third impact is that the patient has a palpitating heart condition. The fourth impact is that the patient experiences a loss of appetite. The fifth impact is that the sufferer shows self-isolation from social groups and other people. The sixth impact is that the patient experiences excessive shock. The last impact is the patient experiences fainting and excessive dizziness.

According to Healthline (in Maureen Donohue, 2016), PTSD is an anxiety disorder caused by a person experiencing or witnessing a traumatic event in the past, thereby weakening their psychological aspects and reactions over time. It allows sufferers to experience 'real death' and the threat of psychological injury to them. They receive alerts of excessive danger that actually occurs will not represent as great a danger as anticipated. They have responses to fight harmful events that are damaged or even die, so a good situation can be viewed as a situation that gives them fear and stress simply because the situation may be similar and exactly the same as the traumatic event they experienced in the past. PTSD was formerly

known as 'battle fatigue' and 'shell shock' because these diseases are well known because many war veterans experience PTSD after they go through a war which is their traumatic event for a long time, even decades after the war is over. However, in recent times and in modern times, PTSD can affect anyone, not only war veterans, but anyone from any occupation, any gender, and any age. It is a response to the chemical changes shown by the psychology of sufferers after they experience an event that threatens their life or the lives of those around them.

2.2.4   Traumatic Symptoms

Symptoms of trauma experienced by sufferers can appear in the near future, but can also appear and stay for a long time, for example for years. In some cases, symptoms can also appear to sufferers who did not experience it directly, but witnessed or felt the event, so that they accepted the traumatic 'view' and accepted the psychological reaction. Some trauma symptoms can come and go indefinitely, but some trauma symptoms can last a long time as well. The American Psychiatric Association (2013) suggests 3 symptoms of trauma received by sufferers which is divided into: re-experience, avoidance, and hyperarousal.

1. **Re-experience.**

Re-experience is a symptom of trauma that makes the sufferer recall or enter into a situation where the situation is similar to or the same as the traumatic event that occurred in the past. Some indicators shown by re-experience symptoms are memories that come, are disturbing and repetitive, flashback which is an indicator of symptoms where the sufferer feels as if the traumatic event is happening again but is in his mind only, nightmares which is an indicator of symptoms in which the sufferer experiencing dreams that are similar to past traumatic events, causing the sufferer to have occasional and ongoing nightmares. These symptoms are also called intrusive symptoms where sufferers experience repeated experiences with events given through day and night dreams, memories, thoughts, images,

topics and objects. In this case, they play the role of victims who relive this event in the show of this symptom and go through a lot of trouble to deal with similar events.

2. **Avoidance.**

Avoidance is a symptom of trauma which is indicated by rejecting stimuli related to the trauma or showing the 'numbness' nature given to an event that generally invites a general response. Patients with this symptom will avoid all events or situations that are directly related to or remind them of the traumatic event in the past. In this symptom, the sufferer also tries to avoid thoughts, topics, feelings or conversations that are directly related to the event as an indicator of this symptom. Sufferers also avoid places or people that would relate or remind them of the event. This symptom is also known from the loss of interest shown by sufferers about important aspects of their lives related to the traumatic event, so that they avoid related thoughts and places, show a shortened future of discussion and limited emotions to respond to events.

3. **Hyperarousal.**

Hyperarousal is an exaggerated psychological reaction that is given when the sufferer is faced with the traumatic event. He also becomes more sensitive, or overly sensitive, shows irritable reactions, is easily startled and frightened, becomes more aggressive and cannot control their emotions, especially when he is faced with a traumatic event or events that remind them of the traumatic event in the past. as an indicator of this symptom. Sufferers also have difficulty concentrating in daily life, suffer from lack of sleep and insomnia protracted or almost every day, show an exaggerated response to everything because they have a sense of shame and guilt. They also show excessive vigilance and freak out a lot of the time, even when

she's not faced with the traumatic event. This symptom is also known as sufferers where the incident will always disturb them and seem to put them in great danger all the time, so they find it difficult to concentrate and focus too much on their alertness which can make it difficult for them to sleep and carry out their daily activities well.

It can be concluded that sufferers of post-traumatic stress disorder will cause symptoms based on 3 classifications which are divided into: re-experience, avoidance and hyperarousal, all of which will interfere with the daily life of sufferers and assume that they will fall into danger or risk. are in danger when they are reminded of or confronted by a traumatic event in their past. It has been mentioned about the indicators shown by each symptom and it will be experienced by sufferers as long as they experience trauma that has not been treated, are currently on treatment, so there is psychological trauma that appears which is caused by them experiencing the incident directly or indirectly.

2.2.5 Synopsis of Coco movie

Coco is a film that tells about Miguel who is a child who has a dream to become a famous and accomplished musician like Ernesto de la Cruz who is his idol. However, what makes Miguel sad is that the ban on music passed down by his family from generation to generation makes him despair about his talent. To show his love for music, Miguel finds himself in the Land of the Dead where he goes on a journey with the con artist Héctor. He and his new friend started their musical journey which turned out to be a new beginning for Miguel to find out the history that had been hidden in Miguel's family from generation to generation. The strongest element given in the plot of Coco is the intergenerational trauma experienced by her family where the woman in Miguel's family accepts an unfair life because Miguel's previous generation's family drama shows that Miguel's great-grandfather

left his wife and child, Coco, because he had a desire to became a street musician who he never returned and left his wife, Mama Imelda, with Coco with no financial back up. Mama Imelda was required to work as a shoemaker which eventually became a tradition of the Miguel family which was used by the family of women from Miguel to refuse anyone from their family to have direct contact with music. The intergenerational trauma that is shown in the plot and conflicts of the film provides the kind of absolute pain and provides a border that locks Miguel with his own family and Miguel's family with their past and music.

2.3 Literature Review

Previous research is useful for knowing what types of research have been carried out and current researchers can find out the gaps in what has not been done and fill these gaps to make it novelty in research. The first research is a research conducted by Tiansyah & Suharyati (2021) which focuses on the impact of psychological trauma by using the main character from a novel entitled Eleanor Oliphant is Completely Fine. This study focuses on the factors and impacts shown from the psychological trauma shown by the life of the main character. This study uses a descriptive method and uses literature as a data analysis technique to identify and analyse the intrinsic and extrinsic elements given in the novel. The researcher used Sigmund Freud's psychoanalysis. The results of the study indicate that there was a traumatic event in the past that had an impact on Eleanor's life and personality which was caused by a house fire that was intentionally carried out by Eleanor's biological mother. There are similarities and differences shown by previous research with current research. Similarities are shown from how previous research and current research use psychoanalysis as an approach and trauma as a given focus. On the other hand, differences are shown from other data sources and focus. The current research uses Coco movie script as a data

source. Another focus is the phenomenon which is used in current research. It can be concluded that there are two novelties given in current research.

The second research is a study conducted by Sartika (2020) which focuses on the trauma experienced by a character in a literary work in which the novel Seperti Dendam, Rindu Harus Dibayar Tuntas is chosen as a literary work where the traumatic experiences experienced occur. The method used in this research is descriptive qualitative and collects data from traumatic events experienced by the characters in the novel. The character that is focused on is Cathy Caruth using note taking technique. The results of the study showed that the response given by the character to his trauma was different, which indicated that he experienced trauma from dreams and flashbacks, disturbing thoughts, negative moods, and negative feelings. In the findings, it is also shown the influence shown by the socio-cultural environment in which the influence is large and significant. Ironically, the socio-cultural environment is also a healer for character through understanding and compassion. Traumatic experiences are shown by the 'god' as the narrator in the novel, where the narrator explains the experiences, suffering and pain given by the character so that he develops into a character who has self-knowledge, high self-esteem and good philosophical understanding. There are similarities and differences shown by previous research with current research. Similarities are shown from how previous research and current research use psychoanalysis as an approach and trauma as a given focus. On the other hand, differences are shown from other data sources and focus. The current research uses Coco movie script as a data source. Another focus is the phenomenon which is used in current research. It can be concluded that there are two novelties given in current research.

The third study is a study conducted by Ruhman *et al.* (2020) where this research focuses on the trauma possessed by characters in literary works. The literary work chosen is a Japanese novel entitled Kokoro. This study focuses on trauma and its influence on the identity of the character. This

researcher also focuses on developing the character of Sensei who is the main character in the research. The researcher uses the trauma theory proposed by Caruth (1995) with descriptive qualitative research methods. The results of the research found that Sensei's identity was formed due to two traumatic events that occurred in his life: the first was the death of Sensei's close friend and Sensei's uncle who betrayed him. He shows an identity filled with fear, guilt and cynicism to many people. He also decided to commit suicide to be free from the feelings and traumatic events that haunted him. It is also associated with the postmodern notion of identity in which the notion states that a person's self-identity tends to change and is never absolute. There are similarities and differences shown by previous research with current research. Similarities are shown from how previous research and current research use trauma as a given focus. On the other hand, differences are shown from other data sources, focus, and psychoanalysis approach used in the current research. The current research uses Coco movie script as a data source. Another focus is the phenomenon which is used in current research. It can be concluded that there are three novelties given in current research.

The last research is research conducted by Ramadhina & Setyowati (2020) which focuses on traumatic experiences and psychopathic traits experienced by characters in the novel Hannibal Rising. This study uses a psychoanalytic study as an approach in its research. This study seeks to find out how the traumatic memory of the character affects the psychopathic traits possessed by using intrinsic and extrinsic approaches. The method used in this research is descriptive analysis and the technique used in this research is literature study. It is known that the trauma he received due to the death of his sister made him receive post-traumatic stress disorder. He also becomes someone with a psychopathic trait that shows both positive and negative sides. The negative side shown in this psychopathic trait is that Hannibal becomes a vengeful person and leads him to the murder of the criminal who killed his sister partly due to the influence of his aunt. Apart from that, the positive side is shown by Hannibal, whose trauma has not separated his success from his

career and achievements in life. There are similarities and differences shown by previous research with current research. Similarities are shown from how previous research and current research use psychoanalysis as an approach and trauma as a given focus. On the other hand, differences are shown from other data sources and focus. The current research uses Coco movie script as a data source. Another focus is the phenomenon which is used in current research. It can be concluded that there are two novelties given in current research.