CHAPTER II
LITERATURE REVIEWS

In this chapter, the writer will discuss the theories related to the problem of the study to support this research. The followings are some explanations related to the topic discussed in this research, including previous research, movie, character, and characterization.

2.1   Previous Research

This section will present relevant studies or research related to the current research's perspective, topic, and methodology. This study is significant as it can contribute to the research being conducted and clarify the expected outcome.

The results of previous studies related to this research will be presented in relevant research. According to Azis (2006:46), Literature Review is intended to examine and explore previous studies or research related to the phenomenon or problem to be studied. A Literature Review provides a comparative understanding of the phenomena to be studied with the same or similar previous results.

The research results will be presented in a way that compares and contrasts them with previous studies. This will highlight any differences and challenges encountered during the research, as well as the originality of the work. The writers have identified five previous studies that will be used as a reference to guide and focus the research.

The first previous research is *"Analysis of the Main Character in the Diary of a Wimpy Kid Novel by Jeff Kinney"* by Salawaney (2012). This research focuses on the main character to be analyzed. This study explains how characters can change due to various factors. This study uses the theory of Edgar V. Roberts in his book Writing Themes About Literature. In analysing the data, the writer uses an analytical method with an intrinsic approach. According to his findings, the important role of characters in literary works can make the reader know the intent and purpose of the writer and understand how the actions and attitudes of the characters change or develop.

The similarities between this study and the research being studied are the analysis of the characterization of the main character using the theory of Edgar V. Roberts.

Meanwhile, the difference is in the object under study. The previous study examined the characterization of the main character in the novel the diary of a wimpy kid by Jeff Kinney. In contrast, this study examined the characterization of the main character in the film Barbie a Fashion Fairytale.

The second is *"Analysis of the Main Characters in Novela The Strange of Dr. Jekyll and Mr. Hyde by Robert Louis Stevenson"* by Pandiangan (2014). His research used the theory of Edgar V. Roberts (1964:41), defining character and special ways to obtain information about a character. Pandiangan uses analytical methods with extrinsic and intrinsic

approaches to analyze the data. The extrinsic approach is used to analyze and reveal the character of the main character. In his research, it was concluded that Dr.Jekyll and Mr.Hyde were characters who had multiple personalities. The evil personality dominates the character, and how he overcomes his personality in interacting with other characters in this story.

The similarity between this research and the research being conducted is the analysis of the characterization of the main character using the theory of Edgar V. Roberts.

Meanwhile, the difference between this research and the current research is that the data analysis is done by looking at intrinsic and intrinsic elements. In contrast, this research uses dialogue played by the main character and is categorized into several characteristics.

The third one is *"Theme Analysis in The Fault in Our Stars Novel by John Green"* Niode (2015). This study analyzes the main themes that describe courage through characters. In analysing the data, the writer uses an analytical method with an intrinsic approach. The writer uses the theory of Robert Stanton (1965). According to this study, a character is a basic element in a literary work that deserves to be studied because a character is told in the novel and experiences and causes various events in the story.

The fourth is *"An Analysis of Characterization of Main Character in Barbie of Swan Movie"* Rondowunu (2020). This study analyzes the characterization of the main character in a Movie. The writer uses the theory

of Edgar V. Roberts (1964) in finding the characterization. The writer uses qualitative descriptive as the methodology. The writer analyzes the characterization by describing the main character's dialogue in every scene and separating it into different roles.

The similarity between this research and the research being conducted is finding the characterization of the main character in an animated movie using the theory of Edgar V. Roberts.

Meanwhile, the difference between this research and the research being conducted is the object only. While Rondowunu's research uses Barbie of Swan movie as the object, in this research, the writer uses Barbie, a Fashion Fairytale movie, as the object.

The last one is *"An Analysis of Characterization on the Main Character of Isayama's Attack on Titan Anime"* Pramuditha (2022). This study analyze the characterization of the main character named Eren yeager using Marque's theory.

the similarity between this research and the research being conducted is finding the characterization of the main character in an animation movie.

Meanwhile, the difference between this research and the research being conducted is the object and theory but the writing structure is look alike. While Pramuditha's research using Japanese animation and in

Japanese original language, the writer uses English animation movie with English original language.

2.2   Theoretical Framework

2.2.1   Film

The film is a live picture which is also often called a movie. Films are collectively referred to as cinema. Cinema itself comes from the word kinematics or motion. The film is also actually a layer of liquid cellulose, commonly known in the world of filmmakers as celluloid.

The literal definition of the film (cinema) is Cinematography which comes from Cinema + tho = photos (light) + graphic = group (writing = image = image), so the meaning is painting motion with light. So that we can paint motion with light, we have to use a special tool, which we usually call a camera.

The film is just a moving image, while the movement is erratic. This movement appears only because of the limited ability of the human eye and brain to capture several image changes in a fraction of a second. The film is a very influential medium, more than any other media, because audio and visual work well together, making the audience not bored and easier to remember because of its interesting format. The film, according to Arsyad (2014) is images contained in frames, where frame by frame is projected

through the projector lens mechanically so that on the screen, the image looks alive. The film is a literary work that describes the life and it is reflected in social life. The film is also considered a powerful medium of communication to the target masses, because of its audio-visual nature, which lies in the power of vivid images and sound. Movies can illustrate that everyone has a character.

2.2.2 Character

Character is one of the important elements in the narrative. Characters are made to distinguish one entity from another (humans, animals, spirits, robots, furniture, and other objects) based on mental, emotional, and social qualities. Character is a value that reflects the charm of the place where problems and events are based so that the story is built. Characters in a film play a very important role. Without characters there is no story, there is no plot. Whereas the dissimilarity of characters will give birth to shifts, conflicts of interest, conflicts that eventually give birth to stories.

Duffy and Petit (1953:24) stated that "Character is a person in a story or a play". Therefore, character is the soul of the story or a play itself, including movie or film. According to Pope (2005:86), A film describes characters who considered as one of the psychological aspects in the story. Characters give the important roles to make the story in a film more alive. There A film has a variety of characters

who complement each other so that it can provide conflict, plot, and story development, as desired by the storyteller. Although in its development many films only show one or two characters throughout the duration. Characters are usually created with special traits and qualities. Character is not only in the form of character recognition through age, physical form, appearance, costume, tempo, or rhythm of the character's play, but also the character's inner attitude. Each character in a film is always closely related to other characters.

According to Pope (2005:86), A film describes characters who considered as one of the psychological aspects in the story. Characters give the important roles to make the story in a film more alive. There are some kinds of character:

1. **Major Character**

Major character such as protagonist who is leading the story, and the antagonist who is the opposite of the protagonist, or commonly called a ''bad guy'', has a big influence on the story. According to Pope (2005:134) Protagonist is the major character with whom generally sympathize. The antagonist is the character or force against which the protagonist struggles.

2. **Minor Character**

Pope (2005:135) states that the minor character's appearances in the literary work will be brief and infrequent although

that does not mean that they cannot shine whenever they are in the spotlight. Minor character isn't having a big impact as the major has, but it helps to fulfil the story.

2.2.3 Types of Character

In a story, there must be many characters of different types. This character type distinction is useful for enriching the story and creating an interesting plot. Types and character components, in short, are the overall 'shape' of the character in the film. These character types are usually divided into several types, used according to the needs and type or genre of film used. According to Herawan (2019), The types of characters are:

1. **Flat character:** The type of character that tends to be flat, does not stand out but does not fade throughout the film. This character type experiences little change from the beginning to the end of the film.

2. **Round character:** A very realistic character, where every move and attitude it has is the same as us in the real world. This character type is complex and will develop more and more as the story progresses.

3. **Static character:** A static character type; static throughout the film. This type of character has hardly experienced any

significant changes in character, character, or perspective, even though the story has progressed far enough.

4. **Dynamic character:** A type of character who is dramatic and changes throughout the story either in attitude, character, or even in his motivations and principles.

Even though it looks standard, the types of characters above are different from the standard that all film users must use in describing their characters. This type of character is more of a guideline that can be used and changed according to the needs of the film.

Furthermore, in a movie, there are roles that every single character has a different kind of role. These roles are basic on the characterization given to the characters in the story. According to Herawan (2019), the character's roles are:

1. **Protagonist:** Many people think the protagonist is a 'good' character in a story. If we look at the definition, protagonist means the central character or the character who leads the story. Usually, this protagonist is projected as a hero character. However, the protagonist may be an 'evil' character like the character Amy Dunne in Gone Girl or Jack in The House That Jack Built.

2. **Antagonist:** By definition, the antagonist of a character who is the opposite of the protagonist. The antagonist's goal is only one, giving the protagonist challenges, obstacles, trials, and tests to realize his desires and goals. Because the antagonist itself was

formed from the ancient Greek word 'antagonistēs,' which means 'opponent,' 'competitor,' or 'rival.' In some stories, the role of the antagonist can emerge from the role of the protagonist due to the inner conflict that occurs within him.

3. **Foil:** A foil character is a character whose job is to highlight certain qualities of another character, be it protagonist or antagonist. Foil characters are used to make it easier for the audience to understand the nature and motivation of a character, to distinguish between good and bad, smart and stupid, and strong and weak.

4. **Catalyst:** Catalytic or catalyst character is a character whose role is to encourage the protagonist to 'start' a story at the film's beginning. This character usually orders or asks the protagonist to do something, which will later become an important part of the whole story in the film.

5. **Archetypes:** Archetypes are typical character roles ingrained in the general audience and universally accepted. For example, the hero character must have a brave nature, the mentor character must have a wise character, and the sidekick's character must have a loyal friend role and character.

2.2.4 Characterization

Characterization is the depicting of clear images of a person Jones (1968:84). Characterization describes how each character impact and develop the story. This shows how character looks like, how they are communicating, what are they doing, etc. Therefore, characterization creating the images of the character. There are two types of characterization

1. **Direct Characterization**

Direct characterization is a type of characterization where the directors implied the characters directly to the audience. It can be done by another character, the narrator, or even the character itself. This type of characterization is generally used in novel, by the writer itself. According to Charters (2011:58), it can also involve other external details, such as names or other overt commentary.

2. **Indirect Characterization**

Indirect characterization tells us to understand the personality of the character by seeing what he/she did to the other characters. This type of characterization is commonly used in a movie. Burroway (2000:54) states that there are four different methods of indirect characterization in literary work: 1) speech, 2) thoughts, 3) action, and 4) looks.

As living beings, we are faced with a variety of different characters. We may have met people who used to have good character but turned into someone bad, or once stupid people suddenly became smart. These two things are just a few examples of character changes. Wellek and Warren, in the book Theory of Literature, say that time and conditions have an important influence on a change. (1964:219).

In most stories, one or two main characters can be found, namely characters related to all the events in the story. The term "character," according to Robert Stanton in his book An Introduction to Fiction, can mean the individual in the story or, in other words, "story character" or also refers to the combination of interests, emotions, and moral principles that form the character or in other words describes the behavior or character of the story character. (1965:17).

Perrine (1996:65) reveals that understanding the characters in a story is more difficult than the plot because it is much more complex and requires expertise to learn it. "Reading the character is more difficult than reading the plot, for the character is more complex, variable, and ambiguous. Anyone can repeat what a person has done in the story, but

considerable skill may be needed to describe what a person is."

In analyzing the data, the writer uses an intrinsic approach using the paradigm of Edgar V. Roberts (1983:56-57) in his book Writing Themes about Literature about character disclosure

1. What does the character say about himself

2. What did the character do?

3. What do other characters say about the character that being analyzed

4. What does the writer say about the character?

Figures are parts or elements of an artistic whole (literary work), which must always support the artistic whole itself (William Kenney 1966:25).

In analyzing a change that occurs in a person, we need to know that person's character (character). According to Wellek & Warren (1976) in their book Theory of Literature about flat characters and developing characters, it is explained that flat character is a constant character, where the characters or characters in a novel have a relatively fixed or undeveloped character and do not change from the beginning to the end of the story. Meanwhile, character development is when the character experiences a change in

terms of character, attitude, and appearance by the course of the story or events that occur (1977:219).

2.2.5 Barbie

Barbie is one of the children's films to entertain and educate children. Barbie was created as a physical toy in the form of a slim and beautiful female doll. This doll can be dressed and changed clothes and accessories according to the owner's wishes, Virginia (2022). The history of Barbie started with a child named Barbara, who was playing with a doll made up of paper. Her mom, Handler, sees something from Barbara's doll. She got an idea after seeing Barbara, who played with the doll differently from the other children while others were playing baby and image, something fantasy that could happen in the real world; Barbara made a real-life scene with her doll that made Handler want to make something. After that, Handler made a real doll with tall of 28cm and named it Barbara Millicent Roberts, as we know as Barbie, whose name was taken from her daughter Barbara. This doll was first introduced at American International Toy Fair in New York in 1959. Hundler made a huge success by making Barbie, and in the 70s, Hundler, the founder of Barbie, took a new step to introduce Barbie differently. Handler, with her husband Elliot, made Matter Inc. to introduce Barbie to the whole world. After making so many dolls and accessories, Mattel Inc. starts to make a new way to introduce Barbie

differently. Mattel Inc. made Barbie into 2d animation at the end of the 70s and made it a new success. The love for Barbie made Barbie start producing 3d long-length films in 2001. The first Barbie film born into the world was "Barbie in the Nutcracker," released in 2001. This film made so much profit that the Barbie company decided to expand the Barbie film into many sequels. Many Barbie characters are used to educate the audience, who are children. Barbie's film aims to motivate children through the story of a tough woman who fights against every evil in the fantasy world. Barbie also teaches how to have friends regardless of who she is and where she comes from physically. With the Barbie film, children get much education indirectly from what is in the Barbie film.

2.2.6   Synopsis of Barbie a Fashion Fairytale

Picture 2. 1 Barbie a Fashion Fairytale movie

While filming an adaptation of the princess of the pea, Barbie questions the director's bizarre creative choices which results in her

being fired. Immediately afterwards, Barbie is lambasted on social media and receives a phone call from Ken who breaks up with her. Heartbroken and to get away from her troubles, Barbie goes on vacation to Paris to visit her aunt Millicent, an esteemed fashion designer. Meanwhile, Barbie's friends, Teresa and Grace, go to confront Ken where it's revealed that the breakup was really a recording by Barbie's rival Raquelle, which she made while he was reading a script. Ken decides to rush to Paris to amend the situation with Barbie.

In Paris, Barbie learns from rival fashion designer, Jacqueline, that Millicent is going out of business. Barbie meets Millicent and her assistant Alice and is informed that her aunt has lost work due to negative reviews and has since sold the building to a hotdog restaurant franchise known as *"Hotdogeteria"*.

Alice takes Barbie to the attic and tells her about the magical creatures who supposedly lived in the fashion house. Placing one of Alice's original designs in a magic wardrobe, Barbie and Alice find and recite the chant to summon the magical creatures, who introduce themselves as the "Flairies", Shine, Shimmer, and Glimmer. Impressed by Alice's design, the Flairies use their magic to enhance it with sparkles. As the fashion house is the source of the Flairies' power, Barbie and Alice decide to put on a fashion show featuring new designs by Alice to raise money and save the building.

Jacqueline soon finds out about the Flairies and kidnaps them and demands they add sparkle to her own designs. Finding the outfits uninspiring, the Flairies warn Jacqueline that their magic might be unstable. Jacqueline ignores them and plans to put on her own fashion show the same night as Millicent's.

Despite the Flairies' disappearance, Millicent is inspired by Alice's designs and helps work on the line for the fashion show. Later that night, Barbie's poodle, Sequin, and Millicent's dog and cat, Jacques and Jilliana, are alerted to the Flairies' location by a trail of sparkles. The three pets sneak into Jacqueline's and rescue them. The next day, Barbie, Alice, and Millicent awaken to find sparkle added to all their new outfits, and an elaborate setup for the fashion show.

That night, Jacqueline presents her fashion show, however, the Flairies' magic backfires and the outfits start to rot on the runway. Repulsed, the audience leaves and flocks to Millicent's across the street. Barbie models the new designs in a spectacular fashion show. In a finale, Glimmer uses her magic to transform Barbie's gown, revealing her own talent as a designer. Soon after, Ken arrives, having faced numerous detours on his journey, and reaffirms his love for Barbie and kisses her, with the Flairies transforming his clothes into a new suit. An audience member places a large order for pieces from the line, and the payment is enough for Millicent to buy back the building from the Hotdogeteria owner.

A remorseful Jacqueline, who watched the fashion show, apologizes for her actions, which Millicent accepts and even agrees to work with her sometime. Liliana Roxelle, Paris's top fashion critic, congratulates them on an impressive show and invites them to a party. As they leave, Barbie is approached by a studio representative who invites her to work on a new film as a director.