

Chapter I

Introduction

In this chapter, the writer tells about the research on character development in the main character of a movie and an overview study. Therefore, this chapter covers the research background, identification of the problem, limitation of the study, research problem, the objective of the study, and the significance of the study.

1.1 Background of the Study

In this sophisticated era, people can easily and practically get the information they want just by using their smartphone and the internet or gadget. Developing media not only presents related information but also entertainment. So keeping up with developments in this sophisticated era creates public consumption such as entertainment, namely music, and books that can be accessed via the internet (e-books), movies, games, and others.

Among the many media that exist, movies or films are the most interesting and popular among them, where we can get visual and audio satisfaction. A film, also known as a movie, live image, theatrical film, or motion picture, is a series of still images, which when displayed on a screen creates the illusion of a moving image due to the effect of the phi phenomenon. This optical illusion forces the viewer to see continuous motion between different objects in rapid succession. The process of making films is a combination of art and industry. A film can be made by shooting a real scene with a film camera, photographing "miniature"

drawings or models using traditional animation techniques with CGI and computer animation, or with a combination of several existing techniques and other visual effects. The word "cinema", which is short for cinematography, is often used to refer to the film industry, filmmaking, and the art of filmmaking. Today's definition of cinema is the art of (simulation) experience to communicate ideas, stories, views, points of view, taste, beauty, or atmosphere by means of recorded and programmed moving images in conjunction with other sensory drives.

One type of film that is quite popular is an animated film or cartoon, and one of them is Japanese animation or what is usually called Anime. Anime is not just an ordinary cartoon or animation, but anime is Japanese animation that is drawn by hand and created or realized using a computer. Anime is a typical Japanese animation that is usually characterized by colorful pictures featuring characters in various kinds of locations and stories. Anime can be considered a literary work because it has inherent elements that are similar to those found in a work of fiction. Characters and characterization for example, as well as location, topic, and mission.

In this paper, the writer wants to research the anime film entitled Spirited Away (2001) by Hayao Miyazaki. Spirited Away is a 2001 Japanese animated fantasy film written and directed by Hayao Miyazaki, animated by Studio Ghibli for Tokuma Shoten, Nippon Television Network, Dentsu, Buena Vista Home Entertainment, Tohokushinsha Film, and Mitsubishi and distributed by Toho. The film features the voices of Rumi Hiiragi, Miyu Irino, Mari Natsuki, Takeshi Naito,

Yasuko Sawaguchi, Tsunehiko Kamijo, Takehiko Ono, and Bunta Sugawara. *Spirited Away* tells the story of Chihiro Ogino (Hiragi), a ten-year-old girl who enters the world of Kami while moving to a new neighborhood (spirits of Japanese Shinto folklore). After her parents are turned into pigs by the witch Yubaba (Natsuki), Chihiro takes a job working in Yubaba's bathhouse to find a way to free herself and her parents and return to the human world. The story presented is interesting to analyze, especially with the development of the main character, who in each storyline changes his character after being trapped in the spirit world. The genres of this animation are adventure, mystery, and fantasy.

Character is one of the important elements in the narrative. Characters are created 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 movie play a very important role. Without characters there is no story, without characters, there is no plot. Whereas dissimilarity in character will give birth to shifts, conflicts of interest, and conflicts that eventually give birth to stories. A movie has a variety of characters that complement each other, so it can provide conflict, plot, and story development, as the storyteller intended.

Although in the character development, there are also many movies that 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 play, but also the character's inner attitude. Every character in a movie is always closely related to other characters.

Wellek and Warren (1976: 219), understand that characterizations that experience development are having permanent changes in several aspects of character, namely personal changes or developing into a change in life, changes in actions and feelings. However, the change in the characterization of Chihiro's character is very interesting to study in order to find the essence of the process of changing the character of the main character and character development in a movie. In describing character changes, it is very important to understand how the actions and attitudes of the characters change or develop. Change is big or small, bad or good, change is something fundamental and important so that we can see the characterization development.

1.2 Identification the Problem

Based on the research background above, the writer found the following problems. Characterization analysis of the main characters in the film *Spirited Away* (2001) by Hayao Miyazaki. The writer has identified several problems, there are:

1. The movie "*Spirited Away* (2001)" raises the problem of the life of the main character who is trapped in the spirit world by including elements of fantasy. This makes the writer conclude whether the characterizations in the film accurately reflect people in real life.

2. In every film or movie, there are several factors that can influence how the characters are portrayed. The writer is interested in identifying what factors have the main influence on character development in the film Spirited Away.

1.3 Limitation of the Problem

This research is limited to the Spirited Away movie (2001), Chihiro as a material object as well as an object of analysis.

The formal object of this study was analysis using the descriptive method found in the 2001 Spirited Away movie. After analysis, the writer then analyzes the main character. In the analysis of this movie, is limited to character development to reveal aspects of personality, namely the development of the character's personality which is expressed according to the theory of Plot by Nurhadi (2018) and to analyze the parts in the film related to the development of characterization of the main character, the writer uses the theory of Rene Wellek and Austin Warren (1976).

1.4 Research Questions

In this study, the research questions are made mainly based on the background of the study above, and also on the writer's own interest. The research questions are as follows:

1. How is the Plot of Spirited Away movie according to Nurhadi (2018)?
2. What factors can influence the main character's development on Spirited Away movie based on Wallek and Warren's theory?

1.5 Objective of the Study

By referring to the research context and research focus, the objectives to be achieved in this study are:

1. To analyze the development of the characteristics possessed by the main character Chihiro based on a plot in the movie by Hayao Miyazaki (2001).
2. To find out the factors that influence the development of the main character in Spirited Away movie based on Wallek and Warren's theory

1.6 Significance of the Study

This research has benefits that are expected to be carried out properly, while the purpose of writing this research includes the significance of the focus that will be obtained by this study.

1. Theoretically

Theoretically, the benefit of this research is to provide readers with broad insight into literary works, namely how readers analyze using plot theory methods by Nurhadi and character development by Wallek and Warren using qualitative and descriptive methods and an intrinsic approach.

2. Practically

Practically this research adds to knowledge in the field of literature, especially regarding the theoretical stages of character development and plot that can influence the character development of the main character of a movie.