THESIS

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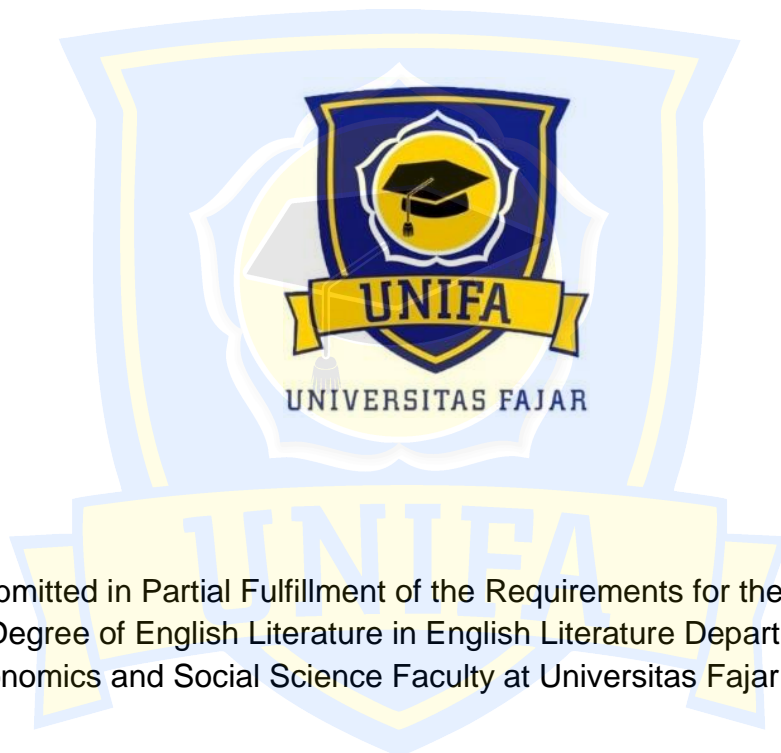

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ENGLISH LITERATURE S1 DEPARTMENT
ECONOMICS AND SOCIAL SCIENCES FACULTY
UNIVERSITAS FAJAR
MAKASSAR
2022

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Submitted in Partial Fulfillment of the Requirements for the Bachelor Degree of English Literature in English Literature Department of Economics and Social Science Faculty at Universitas Fajar Makassar

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Written by

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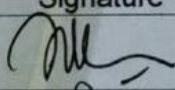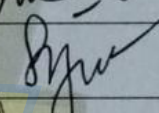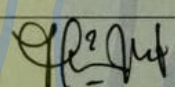
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PERNYATAAN KEASLIAN

Saya yang bertanda tangan di bawah ini:

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Dengan ini menyatakan dengan sebenar-benarnya bahwa skripsi berjudul **Main Character Analysis of *The Addams Family* Animation Movie Directed by Carnad Vernan & Gref Tiernan** adalah karya ilmiah saya sendiri dan sepanjang pengetahuan saya di dalam naskah skripsi ini, tidak terdapat karya ilmiah yang pernah diajukan oleh orang lain untuk memperoleh gelar akademik ini di suatu perguruan tinggi, dan tidak terdapat karya atau pendapat yang pernah ditulis atau diterbitkan oleh orang lain, kecuali secara tertulis dikutip dalam naskah dan disebutkan dalam sumber kutipan dan daftar pustaka.

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Yang Membuat Pernyataan,

Windi Fadilla Purnama Sari

ACKNOWLEDGEMENT

All praise and gratitude to Allah Subhanahu Wa Ta'ala for His blessings and mercy so that the researcher can complete this thesis with the title "Main Character Analysis of *The Addams Family* Animation Movie Directed by Carnad Vernan & Gref Tiernan". This thesis is the final project to get a Bachelor of Science Degree in English Literature S1 study program, Faculty of Economics and Social Science of Fajar University.

In this opportunity, the writer would like to express appreciation to all parties who have provided motivation during the work of this thesis. Appreciation goes to:

The research realizes that this thesis is still lacking in both content and composition. hopefully, this thesis can be useful not only for researchers as well as for readers.

Makassar, 14 June 2022
Researcher

Windi Fadilla Purnama Sari

ABSTRACT

MAIN CHARACTER ANALYSIS OF *THE ADDAMS FAMILY*
ANIMATION MOVIE DIRECTED BY CARNAD VERNAN & GREF TIERNAN

Windi Fadilla Purnama Sari
Andi Febriana Tamrin

This research discusses the characterization of the character in *The Addams Family* (2019) animation movie. The purpose of this research is to describe Wednesday's characterization in the animation movie *The Addams Family* (2019) directed by Carnad Vernan & Gref Tiernan.

The research was conducted using a descriptive method supported by Joseph M. Boggs' theory of characterization, to analyze the characterization of the main character in the animation movie *The Addams Family* (2019), named Wednesday Addams. The data source of this research is the animation movie *The Addams Family* (2019).

After watching the animation movie, it was found five characterizations of Wednesday. Those characterizations are curious girl, helpful girl, rebel daughter, smart girl, and mischievous sister. There are thirteen data that was found in the animation movie *The Addams Family* (2019), which showed those characterizations of Wednesday through dialogue, external action, reaction of other characters, and internal action.

Keywords: main character, characterization, movie, animation

ABSTRAK

ANALISIS KARAKTER UTAMA FILM ANIMASI *THE ADDAMS FAMILY* YANG DISUTRADARAI OLEH CARNAD VERNAN & GREF TIERNAN

Windi Fadilla Purnama Sari
Andi Febriana Tamrin

Penelitian ini membahas penokohan karakter dalam film animasi *The Addams Family* (2019). Penelitian ini bertujuan untuk mendeskripsikan karakterisasi Wednesday dalam film animasi *The Addams Family* (2019) yang disutradarai oleh Carnad Vernan & Gref Tiernan.

Penelitian ini dilakukan dengan menggunakan metode deskriptif yang didukung oleh teori penokohan Joseph M. Boggs, untuk menganalisis penokohan tokoh utama dalam film animasi *The Addams Family* (2019) yang bernama Wednesday Addams. Sumber data penelitian ini adalah film animasi *The Addams Family* (2019).

Setelah menonton film animasi tersebut, ditemukan lima karakterisasi pada Wednesday. Karakterisasi tersebut adalah gadis yang ingin tahu, gadis penolong, putri pemberontak, gadis pintar, dan adik nakal. Ada tiga belas data yang ditemukan dalam film animasi *The Addams Family* (2019), yang menunjukkan karakterisasi Wednesday tersebut melalui dialog, aksi eksternal, reaksi karakter lain, dan aksi internal.

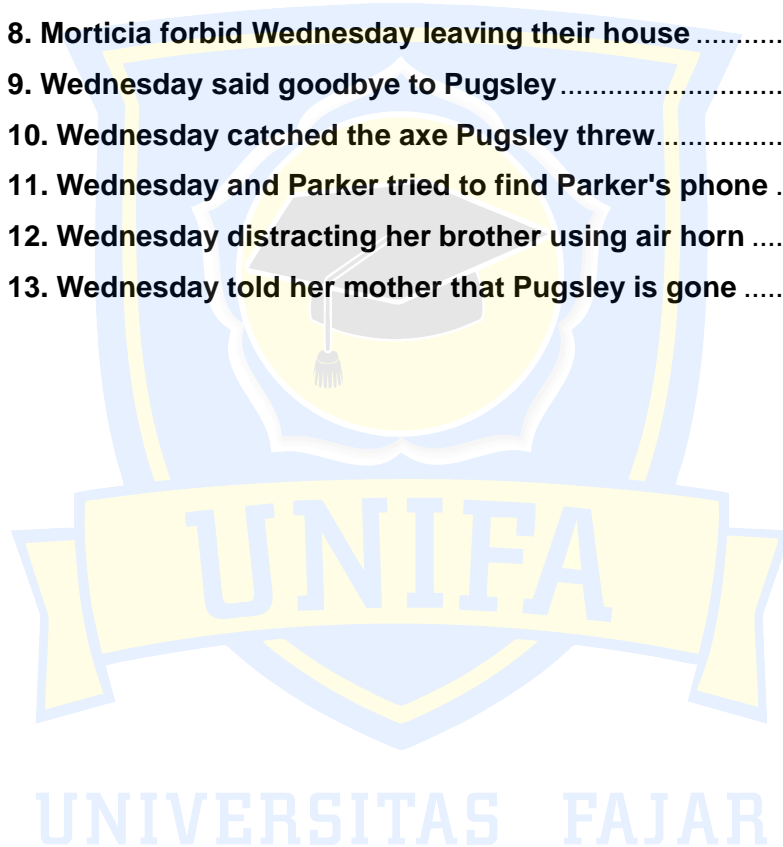**Kata kunci: tokoh utama, karakterisasi, film, animasi**

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FIGURE LIST

CHAPTER I

INTRODUCTION

This chapter consists of five parts, namely research background, research questions, research objectives, research significances, and research scope. The explanation of the five parts in this chapter will describe as follows:

1.1 Research Background

Movie is a modern drama performance that can be displayed as a complete performance that meets the criteria of elements of fiction. Through a movie, the audience can indirectly feel and live the various problems in life offered by the director. Nowadays, there is also movie called animation movie. Animation is simply an illustration or image that is printed frame by frame. Each frame has a different image (almost the same) from each other so that if it is projected (moving quickly) it creates the illusion of image movement (Junaedi, 2017).

According to Nurgiyantoro (2018), a movie is built by two elements, namely intrinsic elements and extrinsic elements. Intrinsic elements are those that help to the internal structure of a literary work. These elements make literary works appear to be literary works, and they are elements that may be found in literary works if they are read. Theme, plot, characters, characterizations, setting, language style, and point of view are all intrinsic elements (Sari, 2020). Meanwhile, The extrinsic element is something that exists outside of the literary text but has an impact on it. Psychology, sociology, philosophy, and the author's biography make up this extrinsic element (Azizah, 2018).

One of the intrinsic elements that support the success of literary works is character. Character is an important component of a story. If there are no characters, it is difficult to classify a work as a literary work because the actions

of the characters cause the plot. It is these characters who act as actors and determine the development of the plot (Nurgiyantoro, 2018). According to Anggraeni (2012), characters might be made up or based on historical figures. It could be human, animal, mythical, supernatural, divine, or personifications of an abstraction. Whereas characterization is the way in which a character is created (Indriani, 2019).

According to Harmon and Haloman (as cited in Wuriastuti 2021), characterization is the depiction of the actions of characters in a storyline. As a result, by examining the story's character, readers will be able to comprehend what the story is about. Characterization is the process of creating a character for the audience or viewer.

One of the animation movies that existed is called *The Addams Family* (2019). *The Addams Family* (2019) is an English animation movie that was directed by Conrad Vernon and Greg Tiernan which premiered in 2019.

The Addams Family (2019), which was released on 11 October 2019, has several prequels in the form of series and movies. The prequel series are *The Addams Family* (1964) with a total of 64 episodes in two seasons, *The Addams Family* (1973) with a total of 16 episodes, *The Addams Family* (1992) with a total of 21 episodes in two seasons, and The New Addams Family (1998) with a total of 65 episodes in one season. Meanwhile, the prequel movies are *The Addams Family* (1991), Addams Family Values (1993), and Addams Family Reunion (1998).

The Addams Family (2019) starred by a number of popular artists such as Oscar Issac as Gomes Addams, Charlize Theoran as Morticia Addams, Chloe Grace Moretz as Wednesday Addams, Finn Wolf Hartz as Pugsley Addams, and Snoop Dogg as Itt.

Addams family consists of Gomez Addams and his wife Morticia Addams who have two children, Wednesday Addams and Pugsley Addams. They live in an abandoned mental hospital on a hill in New Jersey, United States with a housekeeper named Lurch, a lion named Kitty, and a hand called Thing that can move on its own.

The reason for choosing this movie is because *The Addams Family* (2019) has been nominated six times in awards based on the IMDb website, such as IGN Summer Movie Awards (2019) in the category of Best Animated Movie, Hollywood Music In Media Awards (2019) in the category of Best Original Song in Animated Film, Annie Awards (2020) in the category of Outstanding Achievement for Character Design in an Animated Feature Production and Outstanding Achievement for Production Design in an Animated Feature Production, Golden Trailer Awards (2021) in the category of Best Viral Campaign for a Feature Film, and Saturn Award, Academy of Science Fiction, Fantasy & Horror Films, USA (2021) in the category of Best Animated Film.

Also, it has won two times in awards, such as the Canadian Cinema Editors Awards (2020) in the category of Best Editing in Animation, and the BMI Film & TV Awards (2020) in the category of Film Music.

In addition, this movie presents something new to research and focuses on the intrinsic elements in the animation movie *The Addams Family*, this movie tells the story of a family who lives with oddities because they are not human. Also, one of the characters in *The Addams Family* called Wednesday is interesting to analyze. In the movie, Wednesday is aware that their family and their life is different from the others. By seeing how the normal human live, she wants to live as a normal human too like her friend. Therefore, the aim of this research is to analyze Wednesday's characterization in *The Addams Family* animation movie, this study uses the characterization theory according to Joseph M. Boggs.

Based on this description, the researcher is interested in doing research on an animation movie by analyzing the elements that make up a literary work. In this case, the theory of characterization is used to analyze the animation movie *The Addams Family*.

1.2 Research Question

What are the Wednesday's characterization in the animation movie *The Addams Family (2019)*?

1.3 Research Objective

To describe Wednesday's characterization in the animation movie *The Addams Family (2019)*?

1.4 Research Significances

1.4.1 Theoretical Significant

This study aims to increase the audience's insight into the movie animation *The Addams Family (2019)* and is also useful as a reference to understand the main Wednesday's characterization of the animation movie that has been studied.

1.4.2 Practical Significant

This study aims to determine the main Wednesday's characterization in *The Addams Family (2019)* that existed in this movie, using characterization theory.

1.5 Research Scope

In this research, the researcher only focuses on analyzing the main Wednesday's characterization of *The Addams Family* (2019) animation movie that was released in 2019. The researcher just focuses on the script of the movie to find out the main Wednesday's characterization in the animation movie *The Addams Family* (2019) according to characterization theory.

CHAPTER II

LITERARY REVIEW

This chapter consists of two parts, namely previous studies and theoritical background. The explanation of the two parts in this chapter will describe as follows:

2.1 Previous Studies

After the writer found out and read several theses written earlier, the writer has not found any thesis written with the same title or topic that talks about the intrinsic elements in the animation movie *The Addams Family*. The writer only finds some theses that discuss about the intrinsic elements within different movies and novels as follows:

The first previous study is from Indah (2004) who wrote a thesis entitled A Study of Plot, Character, and Setting to Convey the Theme as seen in Hemingway's The Garden of Eden. She emphasizes on the plot, character, and setting of the story, as well as the importance of plot, character, and setting in conveying the story's theme. She applied a new criticism approach in her research. Character and characterisation, plot, setting, and the relationship between plot, character, setting, and theme are all addressed by the theory. The plot of the story, the key characters of the story, and the setting of the story are discovered in the first analysis. The plot, characters, and setting all reflected the story's theme in the second analysis, leading to the conclusion that the story's theme is "jealousy may lead to an unhappy marriage."

The second previous study is from Magfirah (2018) student of the English Department of Hasanuddin University, she wrote a thesis entitled The Personality and The Conflict of Characters in Picoult's Handle With Care. She focuses on the personality of the characters and the conflicts between characters that occur in

the novel Handle With Care. In analyzing the works of Picoult, she uses the structuralism approach by analyzing the intrinsic elements such as characters, plot, themes, and settings. The results of her study show that the personality of the character of each is different and that is what led to a prolonged conflict that makes the characters experience discordance.

The last previous study is from Indriani (2019) who wrote a journal entitled An Analysis of Intrinsic Elements in Mama Movie by Andres Muschietti. She focuses on determining the intrinsic elements of Mama's film and how those intrinsic elements affected the film's theme. She used the intrinsic approach to find the intrinsic parts of Mama movie and Lombardi's theory on defining the theme of a literary work to determine the influences of the intrinsic elements of Mama movie on creating its theme in doing the research. As a result of her research, she was able to determine the plot, characters, setting, and point of view of the Mama movie. Meanwhile, such intrinsic elements influenced the theme of the Mama movie, which was that everyone, as long as they have a true heart, may give the mother's love.

Based on the previous studies, it can be concluded that there are differences and similarities with this study. The difference between the three studies is the object that is analyzed. This research also has similarities with the three studies above, where they analyzed the intrinsic elements of a literary work.

2.2 Theoritical Background

In this part, the researcher shows the theory that is used. The subchapter 2.2.1, 2.2.2, 2.2.3 and 2.2.4 will concentrate on the theory. Meanwhile 2.3 will explore the object used in this research.

2.2.1 Intrinsic Elements

A movie is a text that incorporates a sequence of photographic images that create the illusion of real-life motion and activity. Intrinsic elements in a film are those that play a direct role in the story's development. These elements make a text appear to be literary, and they are elements that readers will find if they read literary texts. (Farhat, 2017). The theme, plot, setting, characters and characterizations, point of view, language style, and message are all important elements of the film. What makes a film tangible is the mixture of many intrinsic elements. Alternatively, these elements can be found if we watch a movie from the perspective of the audience. Intrinsic elements are the elements that make up a literary work and come from within it.

Plot, character, and setting are the three most crucial intrinsic elements that are intertwined and cannot be separated in order to maintain the story's cohesiveness (Indah, 2004).

The order in which events occur in a work of literature is known as plot. According to David Bordwell and Kristin Thompson's book Film Art: An Introduction, the term plot is used to define everything that is visible and audible in a film. Exposition, rising action, climax, falling action, and resolution are examples of plot types. (Indriani, 2019).

Characters are crucial to a story's development. Characters, according to Anggraeni (2012), might be fictional or based on real-life historical figures. It could be human, animal, mythical, supernatural, divine, or abstraction personified. Characterization, on the other hand, is the process of creating a character. (Indriani, 2019).

The setting of a story refers to the location or period of time in which it takes place. The setting plays a vital role in the plot. When and where the

story takes place will be revealed by the setting. In addition to illustrating how the background depicts places (space) and time, the background is also closely connected to the story's characters. (Magfirah, 2018).

2.2.2 Plot

The plot is the series of events that depicts the actions of characters. This order is not by chance; the author has picked it as the appropriate way to tell his or her story. The plot will provide conflict, tension, and action that will attract and hold readers' interest if the author has chosen wisely. (Nurhandayani, 2014).

Plot refers to the overall plan or sequence of events, or the primary story's gradually unfolding of a loosely connected set of motivated occurrences. Although all plots have some sort of basic pattern, only a few have the exact same pattern, and not all plotted narratives have the same amount of plot. Some stories are richly plotted, while others are poorly plotted. Plot tells the events in sequence of what happens and what will happen next (Rohyani, 2012).

Plot is the most important element in a story. Plot is a connection between some events based on the causal. Plot not only suggests and shows why the event occurred but also suggests and shows the result of events that occurred. Luxembourg (as cited in Magfirah, 2018) states that the plot is the structure of motion that is contained in a story or a construction made by the author logically interrelated chronologic and caused or experienced principles.

The plot, according to German writer named Freytag (as cited in Tussadiyah, 2017), is divided into several parts. Exposition, Rising Action, Climax, Falling Action, and Denouement are the five stages of a story.

a. Exposition

The exposition phase of Freytag's pyramid introduces the characters, specifically the main character. It reveals how the characters interact with one another, as well as their goals and motivations.

b. Rising Action

The second phase of Freytag's five-phase structure is rising action. It all starts with a fight. During this stage, the protagonist realizes what he or she wants to achieve and begins to fight toward it.

c. Climax

The climax is when the story reaches its peak. The protagonist takes a single major decision that influences not only the story's outcome, but also who they are as individuals. The climax is defined by Freytag (as mentioned in Tussadiyah, 2017) as the third of five dramatic phases that occur in the middle of a story..

d. Falling Action

The falling action phase, according to Freytag (as cited in Tussadiyah, 2017), consists of events that lead to the finale. In this phase, the story's conflict begins to fade. The protagonist will find a solution to his problems.

e. Denouement

The protagonist and antagonist have both overcome their issues at this phase, and either the protagonist or the antagonist has won the

fight. When the fight is officially over, some stories depict what happens to the characters after the conflict is over, as well as what will happen to them in the future.

2.2.3 Character and Characterization

One of the intrinsic elements that support the success of literary works is character. Character is an important component of a story. If there are no characters, it is difficult to classify a work as a literary work because the actions of the characters cause the plot. It is these characters who act as actors and determine the development of the plot. Nurgiyantoro (as cited in Farhat 2017) said that the character of the story occupies a strategic position as a carrier and conveyer of messages, messages, morals, or something that is intentionally conveyed to the reader.

A character is a person depicted in a narrative work or drama who is perceived by the reader to possess specific moral characteristics and tendencies as exhibited in speech and actions. Meanwhile, characterization is one of the building blocks of fiction that can be studied and analyzed for its intertwining with other building elements. If the fiction in question is a successful literary work, the characterizations must run in harmony and complement each other with various other elements (Farhat, 2017).

Characters are classified into two categories based on their relevance and role level: main characters and supporting characters (Tussadiyah, 2017). The main character is a character who plays a significant role in the plot. The main character can be recognized by looking at who is referenced the most in the story.

Supporting character, on the other hand, refers to a character who plays a minor role in the plot. The role of the supporting character is to assist, support, and complete the main character.

In addition, there is also a kind of character called protagonist character and antagonist character. The protagonist is a character who plays a leading role in the story. This character displays something in accordance with the views and expectations of the audience. The dominant thing that characterizes this character is that he is always the opponent of the antagonist, easy to identify, likes, and brings sympathy from the audience, and every action of the protagonist character supports the theme of the story (Febriana, 2018).

The antagonist character is the character who opposes or opposes the protagonist, causing conflict and tension. What characterizes the antagonist character is the opposite of the protagonist and always faces the protagonist either physically or mentally (Febriana, 2018).

Based on Boggs (2012), here are eight categories of techniques that used to analyze the characters in the film:

a. Characterization through Dialogue

Characters in movies show a lot about themselves by what they say and how they say it. The characterization of the character can also appear through their attitudes, thoughts, and emotions. Moreover, the way to choose the words is also one of the methods to analyze the characterization. The stress, pitch, and pause patterns of their speech revealed their word choice. The character's social and economic class, educational background, and mental state are revealed through the actor's use of grammar, sentence structure, vocabulary, and dialects.

b. Characterization through Appearance

Some cinema actors portray specific character traits from the moment they appear on screen. Visually and instantly, major components of film characterization are revealed. We develop assumptions about a character based on their appearance, clothing, physical build, mannerisms, and movement. The importance of the character's first visual impression is demonstrated as the story unfolds, but it is undeniably important for the character to be established.

c. Characterization through External Action

Appearance is an essential measure of the character, but appearance is often misleading. The better way to reflect the character is from person's actions and how the characters act and how they choose to act. It should be reasonable between the characters and their actions because the actions should come logically from the characters' personalities. Therefore, the personalities can choose how the character continues to achieve their purpose.

d. Characterization through Internal Action

Internal action is action that goes unnoticed and unheard by even the most attentive observer and listener. Secret, unsaid thoughts, daydreams, goals, recollections, anxieties, and fantasies are examples of internal action that occurs within the character's mind and emotions. Hopes, desires, and aspirations can be just as significant in determining a person's character as any real

accomplishment. The most obvious technique for the filmmaker to reveal inner reality is to take us into the character's thinking visually or audibly.

e. Characterization through Reactions of Other Characters

The perspective of other characters on a person is a great approach to characterize them. Before the characters first appeared on the screen, a lot of information about them was sometimes already presented by other characters in the movie.

f. Characterization through Contrast

The use of foil-contrasting characters such as behavior, attitude. opinion, lifestyle, physical appearance, and so on are the most effective techniques of characterization. The effect is similar to that achieved by putting black and white together.

g. Characterization through Caricature and Leitmotif

Actors frequently exaggerate or distort one or more dominant features or personality qualities in order to help us visualize a character quickly and profoundly in our thoughts and memory. Caricature is the term for this instrument. A leitmotif is when a character repeats a particular action, word, or thought because it exaggerates and highlights it.

h. Characterization through Choice of Name

The use of names with appropriate attributes of sound, meaning, or connotation is an important approach of characterization. Name

typing is the term for this method. A screenwriter frequently gives a lot of thought to the names of their characters. They should not be regarded at face value, but rather scrutinized for the meanings they convey.

2.2.4 Setting

Setting refers to the natural and artificial landscape or environment in which characters in literature live and move, according to Robert and Jacobs in their book Fiction: An Introduction to Reading and Writing (as cited in Indah, 2004). Everything relating to the environment, such as the time of day and amount of light, the trees and animals, the society, the sounds described, the odors described, and the weather, is included in the setting. The description of the things and physical look of the place where the story takes place is known as the setting of a work.

Semi (as cited in Farhat 2017) said that the setting usually appears in all parts, which makes the setting influence other elements such as the characterizations. The setting also forms the emotional atmosphere of the character in the story, for example, the weather in the environment of the character influences the character's feelings.

According to Barnet (2008), setting is vital so that the audience or spectator may sense the atmosphere as if they were present. Setting, according to Barnet, refers to the location of the story, the time it takes place, and the social life of the characters in the story. Therefore, there are three types of settings: setting of place, setting of time, and setting of social background.

a. Setting of Time

The time setting shows when the story actually happens. According to Barnet (2008), setting can be influenced by the story's time, year, or century. According to the explanation, time is set not only in terms of years, months, and dates, but also in terms of the era or event that occurs.

The problem of "when" the events in a work of fiction occur is addressed by the setting of time. The time setting is frequently associated with factual time, which is time that is connected to or can be linked to historical events. If correctly planned, time setting in fiction can be dominant and functional, especially when it is tied to historical time (Farhat 2017).

b. Setting of Place

The setting of the story refers to the location in which it takes place. "The story must take place somewhere, thus the environment is loosely sketched out and presented." (Barnet, 2008).

The location of the events depicted in a work of fiction is shown by the setting of the place. The element of place can take the shape of places with specific names, initials, or even locations with no obvious names. According to Nurgiyantoro (as cited in Farhat 2017), the use of place names must represent, or at the very least not contradict, the nature and geographical conditions of the location in concern.

c. Setting of Social Background

Setting of social background indicates the projection of the society where the character exists. It grasps the character's social situation, social classes, customs, dialects, and lifestyles.

2.3 Movie as Literary Work

Movie is still something unique even though there are similarities with other media. Movie exceeds theater because movie has the ability to take various and unlimited points of view, motion, time, and space. Different from novels, movies communicate not through abstract symbols printed on paper pages so that they require a translator by the brain into visual and sound images, but directly through visual images and real sounds (Sigalingging, 2020).

According to Andayani (as cited in Sigalingging 2020) movie is one form of art that influences each other subtly between light and shadow. Movies communicate verbally through dialogue (such as theater), and movies use complex and subtle rhythms (such as music). It communicates through images, metaphors, and symbols (such as poetry). It also focuses on moving images (such as pantomimes) and has a certain rhythm (such as dance). Finally, the movie has the ability to play with time and space, expand and shorten it, advance or rewind it freely within the boundaries of a fairly wide area.

Nowadays, there is also a movie called animation movie. Animation is simply an illustration or image that is printed frame by frame. Each frame has a different image (almost the same) from the other so that if it is projected (moving quickly) it creates the illusion of image movement. The development of animation techniques from time to time is so rapid. Since the beginning of the first time, the animation makers directly draw on the film frame until now have used digital technology. From two-dimensional (2-D) animation to stop-motion animation, it is now developing into digital three-dimensional animation (CGI). The boundaries of

animated films are also getting "blurred" because animation techniques are now commonly used as visual effects for non-animated films, as we often see in science fiction and fantasy films (Junaedi, 2017).

2.3.1 *The Addams Family* **(2019)**

One of the animation movies that existed is called *The Addams Family (2019). The Addams Family (2019)* is an English animation movie that was directed by Conrad Vernon and Greg Tiernan. The characters in this movie was based on the characters made by Charles Addams in 1938 who is an American cartoonist.

The Addams Family, which was released on 11 October 2019, has several prequels in the form of series and movies. The prequel series are *The Addams Family (1964)* with total of 64 episodes in two seasons, *The Addams Family (1973)* with total of 16 episodes, *The Addams Family (1992)* with total 21 episodes in two seasons, and *The New Addams Family (1998)* with total of 65 episodes in one season. Meanwhile, the prequel movies are *The Addams Family (1991), Addams Family Values (1993),* and *Addams Family Reunion (1998)*.

The Addams Family (2019) tells the story of a rich family named the Addams who are ostracized and hated by society because of their scary appearance. They looked more like monsters and undead than normal humans.

Addams family consists of Gomez Addams and his wife Morticia Addams who have two children, Wednesday Addams and Pugsley Addams. They live in an abandoned mental hospital on a hill in New Jersey, United States with a housekeeper named Lurch, a lion named Kitty, and a hand called Thing that can move on its own.

Addams family lived peacefully in exile for years until Wednesday's curiosity about the outside world arose. This finally made Addams family come out of their nest to 'get in touch' with residents who live in an urban complex called Assimilation.

There, Addams family meet a television host named Margaux Needler who is busy promoting houses in Assimilation for purchase. Margaux then intends to get rid of Addams family's house in order to make Assimilation more beautiful.

Margaux's treachery is revealed by Parker as she attempts to get rid of the Addams family. Wednesday and Parker declare that everyone is weird in their own unique way, revealing that Margaux has been spying on Assimilation's civilians, exposing that the Addamses are not monsters, but a family. Glenn, Margaux's agent, delivers a message from the network, informing her that her show has been canceled as a result of her crimes, as a result of Parker live-streaming her rage at the people on her phone. The Addams family and Assimilation's civilians live in peace after working together to renovate the mansion.

CHAPTER III

RESEARCH METHOD

This chapter is divided into five subchapters. The subchapters consist of research design, source of data, instrument of data collection, procedure of data collection and technique of data analysis. Those parts will be described as follows:

3.1 Research Design

Descriptive method is a form of research aimed at describing existing phenomena. Qualitative research is an assessment procedure that produces descriptive data in the form of written words from people or observed things (Febriana, 2018).

In addition, according to Atar (as cited in Yuliana 2014) qualitative research does not prioritize quantification based on numbers, but prioritizes the depth of appreciation of the interactions between concepts that are being studied empirically.

This research uses a qualitative descriptive research method. This method is being used to get the data in the form of words used to describe the main character's characterization in the movie.

3.2 Data Resources

The data sources in this study are divided into two, namely primary data sources and secondary data sources. Primary data source is the main data obtained through observation and documentation methods. The primary data source is from the research subject, namely the results of observations of the scenes that occur in the animation movie entitled *The Addams Family* (2019)

which serves to provide factual data and is relevant to the orientation of the study. Secondary data source is written data from other research that aims to obtain relevant data to this research about the main character's characterization. This kind of data is obtained from scientific papers, book references, scientific journals, and other written data related to the research title.

3.3 Data Collection Instrument

In qualitative research, the instrument or research tool is the researcher himself. Sugiono (as cited in Ramadani 2019) stated that qualitative research instrument is the human himself, functions to determine the focus of research, select information as a data source, analyze data, interpret data and draw conclusions from the findings. This research instrument was carried out by taking notes of the important data which was part of the data collection process regarding the main character's characterization in the animation movie entitled *The Addams Family*.

3.4 Data Collection Procedure

In collecting data for this research, here are the steps were taken by the researcher:

1. Watching *The Addams Family* movies repeatedly and carefully to understand the contents of the movie

2. Finding, determining, and collecting the data related to the main character's characterization of *The Addams Family* movie.

3. Describing, explaining, and analyzing the main character's characterization of *The Addams Family* movie.

4. Concluding the result of the analysis found in *The Addams Family* movie.

3.5 Data Analysis Technique

Data analysis technique is a very important step in research. Determination of the method of analysis is very dependent on the type of data collected. Data analysis used in this study is an interpretive qualitative method. In this research, the researcher interprets the data found that is related to the main character's characterization in *The Addams Family* animation movie based on the characterization theory.

In analyzing the data, the researcher watched *The Addams Family* animation movie repeatedly. The researcher also read the transcript of the movie which consisted of 1.111 dialogues. After the conversation transcript had been collected, the processing procedure was carried out. Each dialogue would be justified and then classified based on characterization theory as the researcher only used dialogues that showed the characterization of the main character.
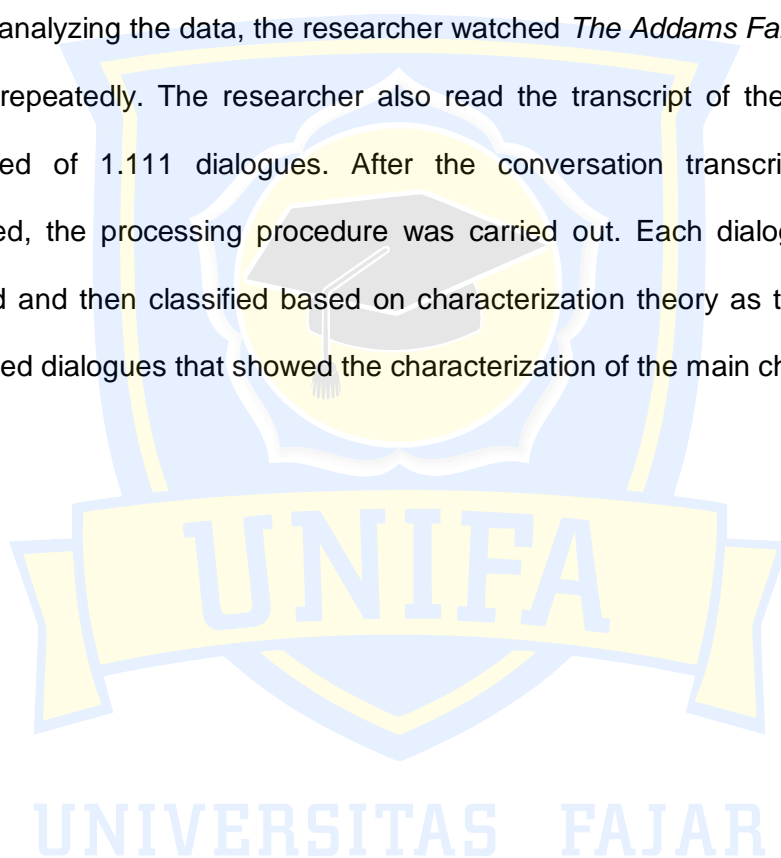
CHAPTER IV

FINDINGS AND DISCUSSION

This chapter is divided into two subchapters. The subchapters consist of research findings and research discussions. Those parts will be described as follows:

4.1 Research Findings

In this chapter, the researcher would like to deliver the data that was found. The researcher found these datas from the scenes and the dialogues of *The Addams Family* movie.

The researcher applies the characterization theory according to Joseph M. Boggs to find the main character's characterization, which is called Wednesday, in *The Addams Family* movie. Wednesday's characterization can be found by watching the movie and reading the transcript of the movie repeatedly. There are five characterizations that was found, that will be revealed below:

1. Wednesday is a Curious Girl

> Wednesday : Uncle, can you tell us what's beyond the gate?
> Morticia : why ever would you ask that, dear?
> Wednesday : **I heard a strange noise in the fog earlier, and I should like to investigate.**
> Morticia : There's nothing out there but boring marshland.
> Wednesday : There must be something. We never go anywhere. (Data 1)
>
> Morticia : **Hold on. What do you have there?**
> Wednesday : I'm not sure. I like it. It's so... What's the word? The opposite of sad? (Data 2)
> Wednesday : **How do all those people fit in that little contraption?** My vanity mirror only imprisons 14 souls at a time.

Parker : Uh, you dont have a cell phone?

Wednesday : That's weird. (Data 3)

Wednesday : **So, what happens at your school?**

Parker : Uh, not much, just friends turning on each other. Girl making other firls feel bad about themselves. Typical junior high stuff.

Wednesday : Intriguing. Can anyone go to your school?

Parker : I guess so. (Data 4)

Data 1, 3, and 4 showed Wednesday's characterization as a curious girl through dialogue. Meanwhile, data 2 showed Wednesday's characterization as a curious girl through reaction of others characters.

2. Wednesday is a Helpful Girl

Wednesday : Bethany, is it? **Don't cut your eyes on my crew unless you're ready to dance.**

Bethany : What did you say, little ghoul?

Wednesday : I don't think you understand. I'm not locked up in here with you, Bethany. You're locked up in here with me. (Data 5)

Gomez : We're trapped!

Wednesday : Hope I' not crashing the party.

Pugsley : Wednesday! Yeah!

Wednesday : Ichabod, quick, lower your branches! **Everyone, grab on!** (Data 6)

Data 5 and 6 showed Wednesday's characterization as a helpful girl through external action.

3. Wednesday is a Rebellious Daughter

Morticia : Where were you?

Wednesday : **Hanging out with Parker.**

Morticia : Is this why you skipped tea and seance? (Data 7)

Grandmama : I warned you about sending her to public school.

Morticia : Don't worry. She's never going to that school again.

Wednesday : What?

Morticia : In fact, she's never leaving this house again.

Grandmama : Wow. **That's some evil eye she's got there.** (Data 8)

Wednesday : Besides, our parents have made it clear that the only way to be accepted in this family is to be exactly like them. **I can't play by those rules anymore.** Farewell, brother Pugsley. (Data 9)

Data 7 showed Wednesday's characterization as a rebellious daughter through external action. Data 8 showed Wednesday's characterization as a rebellious daughter through reaction of other characters. Data 9 showed Wednesday's characterization as a rebellious daughter through internal action.

4. Wednesday is a Smart Girl

Wednesday : Real mature, Pugsley

Pugsley : Oh, please. You never threw an axe when you were my age?

Wednesday : Of course I did. **I never missed.** (Data 10)

Parker : Where did she hide my phone? I haven't been able to post a photo of my lunch in almost three days!

Wednesday : And what about in there?

Parker : That's my mom's crafting room. No one is allowed in there.

Wednesday : **Then that's where it is.** (Data 11)

Data 10 showed Wednesday's characterization as a smart girl through dialogue. Menawhile, data 11 showed Wednesday's characterization as a smart girl through internal action.

5. Wednesday is a Mischievous Girl

Pugsley : Left a bit. Up a bit. Now, down a bit. Perfect. And three, two, one...

Wednesday : *__Blaring air horn__*

Pugsley : You made me miss! (Data 12)

Wednesday : Good news, everybody. Pugsley's gone.

Morticia : **Wednesday, I know that tone of voice.** Dig up your brother. At once. (Data 13)

Data 12 showed Wednesday's characterization asas a mischievous girl through external action. Meanwhile, data 13 showed Wednesday's characterization as a mischievous girl through reactions of other characters.

4.2 Research Discussions

Based on the table, the researcher discussed the data that has been found to answer the research question that has been stated in the first chapter. The researcher explained Wednesday characterization using the characterization theory below:

4.2.1. The Characterization of Wednesday

Based on Joseph M. Boggs and Dennis W. Petrie (2012) theory, there are eight ways to find out the characterization from the movie. They are characterized through dialogue, appearance, external action, internal action, reactions of other characters, contrast, caricature and leitmotif, and choice of name. The researcher uses this theory to identify Wednesday's characterization in *The Addams Family* (2019).

a. Wednesday is a Curious Girl

Wednesday is the first child and daughter of Gomez and Morticia Addams. Since she was born, she always stayed at their house and never going anywhere outside the gate. Growing up until thirteen years makes her wonder what the outside world looked like.

Figure 1. Wednesday asked her mother

The picture and the dialogue between Wednesday and Morticia clearly depicts about the curiosity of Wednesday. This scene happened after Wednesday heard a strange noise from the outside of the gate. After hearing that noise, she becomes more curious about the outside world. Based on Boggs and Petrie's (2012) theory about characterization, data 1 fits with the characterization through dialogue. So, she decides to have a conversation with her mother asking about that when they are having breakfast.

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Figure 2. Wednesday found something new

The other evidence of Wednesday is a curious girl can be seen in the picture and dialogue between Wednesday and Morticia. In this scene, she discovers something new that she and their family have not seen before, which is a confetti. She does not know because she never goes outside, but instead of being afraid of the thing that she does not know, she is curious about that thing. Data 2 is suitable with characterization through reaction of other characters according to Boggs' theory (2012) as Wednesday's mother reaction who was shocked seeing how curious Wednesday is.

Figure 3. Wednesday saw a cell phone

Parker is Wednesday's first friend. This scene happened when Wednesday saw Parker checking her phone. Data 3 clearly shows

that this data fits with the characterization through dialogue according to Boggs' theory (2012) as she asked Parker about how the cell phone works because she is curious when she saw many photos on Parker's phone. She even compare it to the thing that she own as she thought that those photos were the real people trapped in the phone.

Figure 4. Wednesday curious about Parker's school

The last evidence of Wednesday is a curious girl can be seen in the picture and dialogue between Wednesday and Parker. In the sentence "what happen at your school?" shows that she is curious about Parker's school as she was never attending any school before. Later after that scene, Wednesday asks her parents to let her attend Parker's school to experience it by herself. From data 4, it can be seen that this data also fits with the characterization through dialogue based on Boggs' theory (2012).

b. Wednesday is a Helpful Girl

Wednesday is also categorized as a helpful girl. In this movie, it can be seen that she cared and tried to help people around her. First, she tried to help her friend who was bullied. Second, she tried to help her family who was attacked and trapped.

Figure 5. Wednesday helped her friend

The picture and the dialogue between Wednesday and Bethany clearly depicts about the helpful side of Wednesday. This scene happened right after Parker got bullied by Bethany. Bethany put a moldy sandwich and a drink into Parker's backpack.

Seeing Parker got bullied by Bethany makes Wednesday mad, as Parker was her first friend. So she decided to talk and threaten Bethany to help Parker. Based on Boggs and Petrie's theory (2012) about characterization, data 5 fits with the characterization through external action as, after threatening Bethany, Wednesday took revenge on her so that Parker does not get bullied anymore.

Figure 6. Wednesday helped her family

The other evidence of Wednesday is a helpful girl can be seen in the picture and dialogue. Data 6 also fits with the characterization

through external action according to Boggs' theory (2012) as Wednesday tried to help her family who was attacked by the people who live in the Assimilation neighborhood. Her family got attacked because of the false accusation caused by Margaux.

c. Wednesday is a Rebellious Daughter

Wednesday has always been stayed in her house as already mentioned before. She never experienced going to public school or even having other kids to talk to besides her brother. So, when she discovered those things she do not want to let them go even when her parents forbid her.

Figure 7. Wednesday coming back after hanging out

The picture and the dialogue between Wednesday and Morticia clearly depict about the rebel side of Wednesday. This scene happened after Wednesday did not come to the family event that her mother told her to come to. She did not come to that family event because she was hanging out with her friend at the same time the family event take place. Based on Boggs and Petrie's theory (2012) about characterization, data 7 fits with the characterization through

external action as she chose to hang out with her friend rather than obeyed her mother.

Figure 8. Morticia forbid Wednesday leaving their house

The other evidence of Wednesday being a rebellious daughter can be seen in the picture and dialogue between Grandmama, Morticia, and Wednesday. This scene happened after Wednesday wearing colorful clothes which is contradict to their family rules.

In this scene, Grandmama, which is Wednesday's grandmother, said that she never agree about letting Wednesday attend public school. Morticia agreed with Grandmama's opinion. Morticia decided to forbid Wednesday to go to the public school and even forbid her from leaving their house. Data 8 is suitable with the characterization through reactions of other characters based on Boogs' theory (2012) as Grandmama was shocked by Wednesday giving them a death stare after Morticia said her decision.

Figure 9. Wednesday said goodbye to Pugsley

The last evidence of Wednesday being a rebellious daughter can be seen in the picture and dialogue between Wednesday and Pugsley. In this scene, Wednesday said goodbye to Pugsley, which is her brother. In data 9, it can be seen that this data fits with the characterization through internal action according to Boggs' theory (2012) as Wednesday decided to leave their house after thinking that it is better to leave the house as she can not follow their family rules anymore.

d. Wednesday is a Smart Girl

Wednesday is also categorized as a smart girl. In this movie, it can be seen that even though Wednesday had never gone to public school before, she is smarter than her brother and her friend. She only studies in her house and gets education from her parents.

Figure 10. Wednesday catched the axe Pugsley threw

The picture and the dialogue between Wednesday and Pugsley clearly depict about the smart side of Wednesday. This scene happened after Pugsley missed the target of the axe he threw. Based on Boggs and Petrie's theory (2012) about characterization, data 10 fits with the characterization through dialogue as Wednesday confirmed with certainty that she never missed when she threw an axe which means that she was smart in throwing axe since then.

Figure 11. Wednesday and Parker tried to find Parker's phone

The other evidence of Wednesday is a smart girl can be seen in the picture and dialogue. This scene happened after Margaux, Parker's mother, hide Parker's phone somewhere in their house.

Parker has tried searching her phone to every corner of their house but she still can not find it.

Later, when Wednesday come, she asked if Parker have tried searching for it in Margaux's crafting room. Parker replied that she had not because Margaux forbade anyone to come in that room. In data 11, it can be seen that this data is suitable with the characterization through internal action according to Boggs' theory as Wednesday concluded that her phone must be in there. She thought that it must be in there since they had already looked for the phone in every corner of Parker's house but could not find it. In the next scene, they really found Parker's phone in that room.

e. Wednesday is a Mischievous Sister

Wednesday only has one sibling, which is her little brother called Pugsley. They both live in the same house since they were born, which makes them very close to the point that Wednesday likes to tease her little brother.

Figure 12. Wednesday distracting her brother using air horn

The picture and the dialogue between Wednesday and Pugsley clearly depict about the mischievous side of Wednesday. This scene happened when Pugsley tries to concentrate on aiming the target of his arrow. Based on Boggs and Petrie's theory (2012) about characterization, data 12 fits with the characterization through external action as Wednesday teasingly blaring the air horn to distract Pugsley when he was ready to shoot the arrow so that he misses the target.

Figure 13. Wednesday told her mother that Pugsley is gone

The other evidence of Wednesday is a mischievous sister can be seen in the picture and dialogue between Wednesday and Morticia. This scene happened after Wednesday teasingly bury her little brother. After burying her brother, Wednesday told her mother that her brother was gone. In data 13, it can be seen that this data fits with the characterization through reactions of other characters according to Boggs' theory (2012) as her mother did not surprised anymore knowing that she only did that playfully. Later, she digs up her brother as her mother told her to.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter is divided into two subchapters. The subchapters consist of conclusions and suggestions. Those parts will be described as follows:

5.1 Conclusions

The answer of the research question that the researcher found there are five characterizations of Wednesday in the animation movie *The Addams Family* (2019). Those characterizations were curious girl, helpful girl, rebel daughter, smart girl, and mischievous sister.

There are thirteen data that was found in this research. One to four data showed Wednesday's characterization as a curious girl and it can be seen through dialogue and reactions of other characters. Data five and six showed Wednesday's characterization as a helpful girl and it can be seen through external action. Meanwhile, data seven to nine showed Wednesday's characterization as a rebellious daughter and it can be seen through external action, reactions of other characters, and internal action.

Data ten and eleven showed Wednesday's characterization as a smart girl and it can be seen through dialogue and internal action. Finally, data twelve and thirteen showed Wednesday's characterization as a mischievous sister and it can be seen through external action and reactions of other characters.

5.2 Suggestions

Based on the analysis and conclusion before, the researcher would like to give some suggestions for future research. The researcher suggests the reader who wants to do research on the movie *The Addams Family* (2019) directed by

Conrad Vernon and Greg Tiernan can try to analyze other characters' characterization in this movie like Morticia, Gomez, Parker, Margaux, or Pugsley as the researcher only analyze Wednesday characterization.

The researcher also suggests analyzing other intrinsic elements that existed in *The Addams Family* (2019) movie such as plot, setting, and theme as the researcher only analyzed the characters' characterization of this movie. In addition, the reader can analyze other movies by using Joseph M. Boggs and Dennis W. Petrie's (2012) characterization theory as the researcher only use the theory to analyze *The Addams Family* (2019) movie.
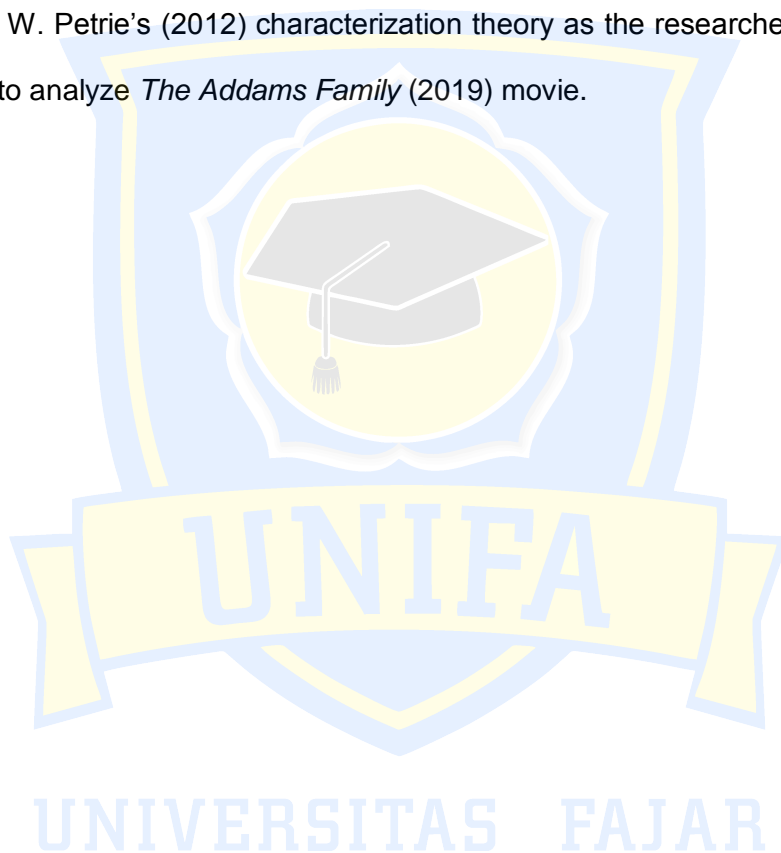
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