

**DEPICTION OF SEXUAL DESIRE OF ALAN TURING IN *THE IMITATION GAME*  
(2014)**

**A GRADUATING PAPER**

**Submitted in Partial Fulfillment of the Requirements for Gaining  
the Bachelor Degree in English Literature**



**By:**

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**ENGLISH DEPARTMENT  
FACULTY OF ADAB AND CULTURAL SCIENCES  
STATE ISLAMIC UNIVERSITY SUNAN KALIJAGA  
YOGYAKARTA  
2017**

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## A FINAL PROJECT STATEMENT

I certify that this thesis is definitely my own work. I am completely responsible for the content of this thesis. Other writer's opinions or findings included in the thesis are quoted or cited in accordance with ethical standards.

Yogyakarta, 21 June 2017

The Writer



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Saya menyatakan bahwa skripsi tersebut sudah dapat diajukan pada sidang Munaqasyah untuk memenuhi sebagian syamt memjieroleh gelar Sarjana Sastra Inggris

Atas perhatian yang diberikan, saya ucapkan terimakasih.

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# DEPICTION OF SEXUAL DESIRE OF ALAN TURING IN THE IMITATION GAME (2014)

By: Bagus Suryo Guritno

## ABSTRACT

The purpose of this research is to show how the movie director influence the audience's perspective towards characters. The main character is portrayed differently from the majority of the same sex characters. What is the evidence? To analyze this problem the writer uses Queer theory to achieve the goal as Queer theory study about homosexual and use "normal" as the basic point of view to determine if it's odd, weird, in this case, homosexual. To support, the writer uses movie theory. The mise-en-scene from movie theory is applied to emphasize the evidence that movie director influences the audience. The writer uses descriptive qualitative method, the data is result of analyzing the subject in which Alan Turing shows Homoerotic cues based on how the cinematograph depicted. The result of this paper finds that the movie director puts stereotype around Alan's character into the audience's perspective. Prejudice and boundary or discrimination towards his character exists.

**Keywords :** *The Imitation Game*, Alan Turing, Homosexual, Queer, Homoerotic, Discrimination.

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# DEPICTION OF SEXUAL DESIRE OF ALAN TURING IN THE IMITATION GAME (2014)

Oleh: Bagus Suryo Guritno

## ABSTRAK

Tujuan dari penelitian ini adalah untuk menunjukkan bagaimana sutradara film mempengaruhi perspektif penonton terhadap karakter. Karakter utama digambarkan berbeda dari mayoritas karakter dengan jenis seks yang sama. Apa buktinya? Untuk menganalisa masalah ini penulis menggunakan teori Queer untuk mencapai tujuannya. Sebagai sebuah teori Queer menjelaskan tentang homoseksual dan menggunakan "normal" sebagai sudut pandang dasar untuk menentukan sebuah keanehan, dalam kasus ini homoseksual. Untuk teori pendukungnya, penulis menggunakan teori film. Mise-en-scene dari teori film diterapkan untuk menekankan bukti bahwa sutradara film mempengaruhi penonton. Peneliti menggunakan metode deskriptif kualitatif, dengan data berasal dari hasil analisis subjek dimana Alan Turing menunjukkan Homoerotic berdasarkan bagaimana gambaran sinematografi. Hasil dari makalah ini menemukan bahwa sutradara film menempatkan stereotip seputar karakter Alan ke dalam perspektif penonton. Prasangka dan diskriminasi terhadap karakter Alan terlihat.

**Kata Kunci:** *The Imitation Game*, Alan Turing, Homoseksual, Queer, Homoerotic, Diskriminasi.

## **DEDICATION**

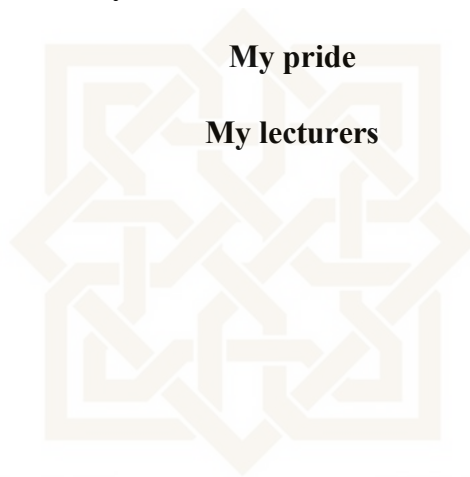
This work is dedicated to;

**My dearest parents**

**My beloved brothers and sister**

**My pride**

**My lecturers**



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## MOTTO

My word of promise is my own shackle



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## CHAPTER I

### 1.1 Background of Study

Movie, a story telling using moving images and sounds. Movie has its own way to deliver the story, It creates elements within the story (sounds, story, visuals, actors, cinematography) to make it enjoyable. Furthermore, Movie delivers story as its main purpose, the story itself is a literary work which is a device to describe the human imagination. Literature resembles human itself in which created to inform and entertain the audiences. Abrams states, "Literature is the inspiration of the life that is legalized in the written language and carries the sense of humanity" (Abrams, 1971:3).

Therefore, movie is close to the society and has its own world and culture that makes it attractive. In addition, David and Kristin in their book *An Introduction: Film Art* states:

Film communicates information and ideas, and films show us places and ways of life we might not otherwise know. Important as these benefits are, though, something more is at stake. Films offer us ways of seeing and feeling that we find deeply gratifying. Film takes people through the experiences, the experiences are often driven by stories with characters, a film might also develop an idea or to explore visual qualities or sound textures. In other words, a film takes people on a journey, offering patterned experience that engages people mind and emotions (2008:2)

In short, movie amuse its audiences by giving them a story, an experience of another world complete with its own complexity using moving image and sound as they are there witnessing.

One of its type is nonfiction movie, it is based on true and real situations. It involves real facts, characters and places. It means to inform the true story as well as to entertain the audience. Historical movie is one of it where the real events described thus the audiences can learn about the social life and facts that the movie delivers.

Furthermore, The researcher choose *The Imitation Game* and its main character, Alan Turing as the subject of the research is because The Imitation Game is a historical nonfiction movie in which tells about history, a story about a war hero, a man who service the British nation during World War II. It offers rich information such as the society on the past, particularly social situation and the complexity of World War II.

*The Imitation Game*, published in 2014 tells about World War II where England has to war against Germany, the difficulty of the British people facing the war that declared between their nation and the German. It tells the complexity of the mass culture at that time, the Elite political situation and the war strategy of England. The movie also adds old fashioned recordings which are the exact facts of what really happened which makes the audiences believes that it's really happened and the history is that way the movie tells.

The culture, however, homosexual is illegal in England. Homosexuality is considered national law offense, it is punishable by imprisonment or other forms of punishment. Homosexuals have hard times to keep their identity from being

exposed or else, they are punished, fired from their job and can't get one, for the worst, public see them as trash for indecency.

Alan Turing, the main character of the movie is accused for being a homosexual without concrete evidence, it is the result from a detective's curiosity about anomaly in Alan's robbery case and his missing military report which lead Alan into the investigating room. Alan Turing's job as a professor at Kings and his reputation are at risk. The detectives asks about his paper is about. Alan replied that it a game, it called The Imitation Game. It is a word game where there are two people, they have to play according to the game rules. One person play as the object and the other one play as the judge. The object must tell something and can't be interrupted before he finished and the judge should determine who and what the object is. Alan plays as the object and the detective is the judge. The detective ask about what he really did during the war. Alan tells the detective of what happened during the war and what he did during at that time, at the end of his answer, the detective can't determine what and who Alan is. And the result of the interrogation, Alan is punished for indecency.

But how we know that Alan is a homosexual? How the movie represent Alan's homosexuality? As the audience we prejudice Alan character in the movie. How the movie leads the audiences into assumption that Alan is different from the rest of males character. In this case, how the cinematograph building assumption into audience's mind is in debate. Lindsay discusses several examples from

*Griffith's The Avenging Conscience* (1914), including the close-up of a spider as it devours a fly. This was a particularly an example in that the spider is at once part of the scenery and a highly symbolic figure or metaphor designed to enhance the film's dramatic mood. In short, the spider is more than just a spider. This means that how the characters arranged and how the pictures taken builds another meaning towards the frame.

In this research, the writer has two pint of views. In religious aspect, the writer reject homosexual. But in human right aspect, the writer approve homosexual as it's a person rights to choose his/her sexuality desire. Judith Butler states:

If gender is the cultural meanings that the sexed body assumes, then a gender cannot be said to follow from a sex in any one way. Taken to its logical limit, the sex/gender distinction suggest a radical discontinuity between sexed bodies and culturally constructed genders. Assuming for the moment the stability of binary sex, it does not follow that the construction of "men" will accrue exclusively to the bodies of males or that "women" interpret only female bodies. Further, even if the sexes appear to be unproblematically binary in their morphology and constitution (which will become a question), there is no reason to assume that genders ought also to remain as two. The presumption of a binary gender system implicitly retains the belief in a mimetic relation of gender to sex whereby gender mirrors sex or is otherwise restricted by it. When the constructed status of gender is theorized as radically independent of sex, gender itself becomes a free-floating artifice, with the consequence that man and masculine might just as easily signify a female body as a male one, and woman and feminine a male body as easily as a female one. (Butler, 1990, 6)

In this passage, butler point out the "sex versus gender" argument. Not only does she point out the radical consequences of cutting gender free from sex, the signifier from the body being signified, she also begins to interrogate the very



means by which the concept of “sex” itself is produced. In this context, “sex” has as little to do with biology as gender, she argues that gender constructed by culture.

It means that the culture (majority) take control. The writer choose Queer theory because Queer theory explains what is homosexual from normative perspectives. It use “normal” as the matrix because the subject is about “oddity”, something that different from majority. Paul Cooke and Helen Vasallo states that in term of sexual politics, the word queer can be said to have a similar ambivalence and role with alienation in literary theory. By wearing a sense of stigma and estrangement, queer perpetuates alienation and the assumption abnormality of gays created. (Alienation and Alterity, 2007)

In short, with the statements above, the writer will focus on how the movie directors themselves influence the stereotype build among the audience towards Alan Turing.

## **1.2 Problem Statement**

Based on the reason above, the problem that will discuss in the research is:

How is Alan Turings homosexuality depicted in the movie?

## **1.3 Objective of Study**

Based on the problem statement above, the objective of study is to describe:

The signification of Alan Turing dialogues and actions throughout the movie.

#### 1.4 Significance of Study

The results of this research will help the audiences to understanding The Imitation Game movie into deeper level on the main character characteristics. The analysis is to clarify, to make clear of what is blur.

#### 1.5 Literature Review

This research focus on explaining Alan Turing's sexuality desire from *The Imitation game*. The research fine one study paper that has similarity with this research. The research was written by M.Miftahul Jannah from English Literature department of State Islamic University Sunan Kalijaga entitled *Anxiety and Self Defense Mechanism of Alan Turing in The Imitation Game Movie*. In this research, there are 2 research questions, they are: "What are the forms and factor of Alan Turing's anxiety based on Sigmund Freud theory?" and "How does Alan Turing apply the defense mechanism to cope his anxiety?" The researcher applies Psychoanalysis, Anxiety, Defense Mechanism and Movie theory in his research to answer the research question

The differences between this research and M.Miftahul Jannah's research, this research focus on the depiction of sexuality desire, the usage of semiotic and Queer theory approach is to make clear the hidden meaning. Whereas M.Miftahul Jannah's research is focus on Psychoanalysis and Anxiety to explain Alan Turing response throughout the movie.

## 1.6 Theoretical Background

### 1.6.1 Queer Theory

Queer theory is a diverse field of studies that involves a lot of disparate ideas, the ideas we have in our head about what is male-ness, female-ness, and what establish normal. It's a criticism that seeks to answer a series of questions about what is normal, how normal comes to exist, and who is excluded or oppressed by concepts of norms. It means heterosexual norms is the basic ground as stepping platform on this theory. "For queer theorists, heterosexuality is a matrix" (Butler, 1990).

Judith Butler argue that there is no sex that have no gender. All body already gendered from the beginning by society (Butler, 1990). It means anything that exist is already gendered, identified by norms, gender binary of the "person" of is it feminine or is it masculine is decided by the culture.

Furthermore, Butler also suggest that "continuity" of the "person" is not the logical feature of the "person", its identity is measured by the concepts of sex, gender, and sexuality desire. The very basic of the "person" is questioned with cultural point of view, is it "incoherent" or fail to conform the cultural understanding in which the "person" is defined (Butler,1990).

In this research, Judith Butler opinions about gender and its relationship with norms understanding applied to classify the object's gender by the norms of

what the object should be classified. In doing so, the question of if it's incoherent or not can be answered.

In the other hand, to find the evidence of the incoherent from the "person", the researcher applies Luis Tyson's cues. He states: Lesbian, gay, and queer criticism often rely on textual evidence. For example, in addition to the obvious forms of textual cues such as homoerotic imagery and erotic encounters between same-sex characters, there are rather subtle textual cues that can create a homoerotic atmosphere even in an otherwise heterosexual text (Luis Tyson, 2006)

In other words, any circumstances or condition that lead into homosexual of the object can be seen by the homoerotic atmosphere the object produce. According to Tyson, there are 4 cues as the device to classify the homoerotic as they can be the evidence of the homoerotic itself is exist in the object, they are:

1. Homosocial bonding

Homosocial bonding is the depiction of strong emotional ties between same-sex characters that create a homosexual atmosphere. The depiction of homosocial bonding represents strong same-sex emotional ties and the importance of same-sex character which lead into homosexual assumption according to heterosexist culture.

2. Gay or lesbian signs

Gay or lesbian signs are of two types. The first type consists of characteristics that heterosexist culture stereotypically associates with

gay men or lesbians, for example, in the appearance and behavior of “feminine” male characters or “masculine” female characters. The second type are signs created by the gay or lesbian subculture itself it create atmosphere that doesn’t exist in heterosexual culture

### 3. Same-sex “doubles”

The abstract form of homosexual signs that exist in the mind of gay or lesbian. Same-sex “doubles” consists of same-sex characters who look alike and act alike, or have similar role. Because gay and lesbian sexuality represents sexual similarity, same-sex characters who function as some sort of “mirror image” of each other..

### 4. Transgressive sexuality

Transgressive sexuality is focus on heterosexuality violation in which clearly visible. In other word, it doesn’t need Queer subtext. It is visible from the action of the characters. (Tyson, 2006).

In short, Queer theory approach will be employed in order to demonstrate how Alan Turings homosexuality depicted in *The Imitation Game* movie. However, the researcher will use Semiotic approach as the supporting theory in order to point out the object that will be discussed. The researcher will focus more on the part of queer theory that seeks and tries to rediscover any trace of possible homosexual

context that could be studied and which escapes the heteronormativity that apparently covers it all when actually a homosexual context could be viable.

### **1.6.2 Movie Theory**

The researcher applies the theory of film as the supporting theory. Since the problem of this research relates to representation of the movie character. Besides, Turner argue that the directors have freedom to construct character representation in the movie (Turner, 1999:58). In short, to support the character analysis the researcher uses mise-en-scene concept to involve the construction in the analysis. This include the background, costume, the figure arrangement and movement and the placement of the object in the movie (1999:69)

Another aspect that is important to help analysis of the movie is cinematography. Cinematography is about camera when it shoot an object. There are camera distance, camera angle, and camera's movements that belong to cinematography (Villarejo, 2007:36) which are:

1. The Extreme Long Shot (ELS), covers a wide area, including the human figure and environment.
2. The Long Shot (LS), the focus is the subject, but the background is still visible.

3. The Medium Long Shot (MLS), frames the whole subject from knees up.
4. The Medium Shot (MS), frames the whole subject from the waist up.
5. The Medium Close-Up (MCU), frames the subject from chest up.
6. The Close-UP (CU), frames the subject, especially the face.
7. The Extreme Close-Up (ECU), frames just the person's facial features;

## **1.7 Method of Research**

### **1.7.1 Type of research**

This research is categorized as literary criticism because it analyzes the literary work. The work is a movie *The Imitation Game*. In this analysis, the researcher uses descriptive qualitative method of research. Qualitative research is concerned with developing explanations of social phenomena. Qualitative method research conducts two types of methods. It is by interview and observation (Hancock, 1998:2).

### **1.7.2 Data source**

The data source researcher use is Alan Turing visual appearance and his dialogue. Since the problem statement is "How is Alan Turings homosexuality depicted in the movie?" the researcher put suspiciousness on certain scene that might contain homosexuality aspects.

### **1.7.3 Data collection**

The data collected by finding object from the main character, Alan Turing, visually and through the dialogue. Thus the object latter analyzed using both supporting and the main theory. The main theory in this research is Queer theory as the final data that is the evidence of Alan Turing homosexuality. Movie theory and Semiotic are both supporting theory that leads to find the necessary objects that might represent homosexuality.

### **1.8 Thesis Organization**

This research is divided into four chapters. The first chapter describes the general information of the research including the background of study, problem statement, objective of study, significances of study, prior research, theoretical background, method of research, and paper organization. The second, this chapter begins with the coverage of the study, followed by the reasons why an action research is used as the research methodology. The third chapter is the analysis of data. And the final chapter is conclusion. This chapter gives a summary of the major findings of the study, its implications and limitations, and suggestions for further studies.



## CHAPTER IV

### CONCLUSION AND SUGGESTION

#### 4.1 Conclusion

The objective of the research is to depict Alan Turing's personality desire in the movie. Movie theory as the supporting theory to involve the directors of the movie cinematography on how they construct the frame and leads the audience point of view of the character development throughout the movie. Finally, to deliver the evidence that the object shows homosexuality, the researcher use Queer theory as the device to approach the goal and collecting the data in which how the cinematography influence the depiction of homosexuality in the movie.

In the beginning of the analysis, the researcher explain about homoerotic as the fundamental keyword in advance to explain the homosexuality that shown according the cues of homosexuality. The cues are homosocial bonding, gay and lesbian signs, same-sex doubles, transgressive sexuality. All this cues are the device to show the evidence of homosexuality that might exist.

The influence of the movie director of the depiction of Alan's homosexuality is clear. It can be seen by the stereotype builds around Alan's character, prejudice and discrimination towards him.

#### 4.2 Suggestion

The researcher is aware that this research is far from perfect. Nevertheless, the movie itself still open room of study in different aspects. For instance, the personality development of the main character of the movie. In which the main character of this movie is complex and shows changing after some of events throughout the plot story.

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