

RALPH'S DUALISM AS SEEN IN "WRECK IT RALPH" MOVIE

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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.

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RALPH'S DUALISM AS SEEN IN "WRECK IT RALPH" MOVIE

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ABSTRACT

Superhero is one of theme that is used in movie. This theme also can educate children whose watch it about good and evil. The children understand a hero is good and the villain is bad. Most villains is treated badly, this also happens in *Wreck It Ralph* Movie, an animation from Disney Animation Studios. This movie takes setting in the arcade game center. When the game mode has off, the other characters get along well. But this is not happen in Fix-It Felix Jr. game, even though they are not in game mode, the Nicelanders still hate and scared to Ralph because he wrecks the Nicelanders penthouse. Ralph as the main character has two side of himself. Ralph has different characterization between the game and outside the game. He has bad side and good side. There is dualism in Ralph. This research uses Binary Opposition theory to show the significance from the dualism of Ralph character. There is one problem that need to answer in this research and that is "What is the significance of the dualism in Ralph in the *Wreck-It Ralph* movie?". This research uses qualitative method. After analyzes the data, the researcher find out that there are some binary opposition in Ralph character. The binary oppositions can be seen from Ralph Reality vs Hyper-Reality which consist of Protagonist x Antagonist, Emphaty vs Antipathy and Timid vs Bold. The Reality of Ralph consists of old, protagonist, emphaty and timid, while the Hyper-Reality of Ralph consists of young, antagonist, Antipathy and bold. It shows the main binary opposition and that is Nurture vs Nature. The reality from Ralph happens because of the influence from his envirointment, while the hyper-reality happens because it is his nature characterization as a character that is invented for the game.

Keywords: *Binnary Opposotion, Dualism, Ralph*

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RALPH'S DUALISM AS SEEN IN "WRECK IT RALPH" MOVIE

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ABSTRAK

Pahlawan adalah salah satu tema film yang seringkali digunakan dalam film. Tema ini juga bisa digunakan untuk mendidik anak-anak yang menontonnya tentang kebaikan dan kejahatan. Anak-anak paham bahwa seorang Pahlawan itu baik dan penjahatnya jahat. Kebanyakan penjahat diperlakukan secara buruk, hal ini terjadi di film *Wreck It Ralph*, sebuah animasi dari Studio Animasi Disney. Film ini berlatar disebuah pusat permainan. Setelah mode game mati, para karakter game bisa akrab terhadap satu sama lain. Tetapi ini tidak berlaku di game Fix-it Felix Jr, walaupun setelah game berakhir, para Niclander masih membenci dan takut kepada Ralph karena dia menghancurkan rumah tempat tinggal Niclander. Ralph adalah pemeran utama yang memiliki dua sisi pada dirinya. Ralph memiliki sifat yang berbeda didalam dan diluar game. Yang pertama adalah baik dan yang lainnya adalah jahat. Ada dualisme pada diri Ralph. penelitian ini menggunakan teori oposisi biner untuk menunjukkan signifikansi dari dualisme yang dimiliki oleh Ralph. Ada satu pertanyaan yang harus dijawab, yaitu apa signifikansi dari dualisme yang dimiliki oleh Ralph didalam film "*Wreck-It Ralph*"?. Penelitian ini menggunakan metode kualitatif. Setelah dianalisis, peneliti menemukan bahwa ada beberapa oposisi biner pada karakter Ralph yaitu kenyataan vs diluar kenyataan yang terdiri dari protagonist vs antagonis, empati vs antipati, penyegan vs pemberani. Sifat nyata Ralph terdiri dari tua, protagonis, empati, dan penyegan, sedangkan sifat diluar kenyataannya adalah muda, antagonis, antipati, pemberani. Hal ini menunjukkan bahwa ada oposisi biner utama yang ingin ditunjukkan yakni didikan vs alam. Yang mana sifat nyata Ralph adalah hasil dari pengaruh sekitarnya dan sifat diluar kenyataannya adalah sifat bawaan alamiahnya sebagai karakter yang diciptakan untuk gamenya.

Kata kunci: *Oposisi Biner, Dualisme, Ralph*

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MOTTO :

You are the one who made your own happiness. Fight for it!



DEDICATION

I dedicate this graduating paper to:

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My loveable sisters and brother Maya Fitriana, Maya Fitriani and Nuruddin Sitaya
Ma' Ganjo

My great teachers and Lecturers

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CHAPTER I

INTRODUCTION

1.1. Background of Study

Movie is part of literary products. Movie is also a popular entertainment. (Barsam, Monahan, 2013:3). It means that nowadays many people enjoy watching movie. Movie has advantages that other literature product does not have. According to Barsam and Monahan, “Movies is motion picture that entertains masses at the multiplex” (2013:3). From what Barsam and Monahan said, movie can show thing, it means that movie can bring real visualization to people that watch it. Not like novel that makes the reader imagining what the writer write, people who watch movie will see directly what the movie maker want them to see. With the audio visual appearance, people can enjoy it more than other literature products.

Not only that, movie can be understood easily. The viewer does not need literacy as short stories or novel to enjoy it. When people read poem, short stories or novel they play with words. Sometimes the writer uses words that do not tell the real meaning from the words. The readers sometimes need additional media such as dictionary or other media that help them to understand it. But it does not happen when they see a movie, almost every person can know what happen in a movie just by looking the expression of the actors.

Barsam and Monahan says, “People treats movie as something that can entertain and please them. However, there are also people who think that movie is also worth for serious study” (2013:2). It means that movie not only entertain people but it is also worthed to study. The images from the film has their own meaning and that need to be explained logically as said by Amy Vilarajo in her book “those images further offer themselves for analysis of their combinatory logic” (2007:9). From what Amy said, a movie still needs to be analyze. Because of that the researcher chooses movie as the object from this research.

Movie also has many types. One type that usually can be enjoyed for general is animation movie. This type of movie does not only attracts children but also adult to watch it. Same as usual movie, animation movie has complex theme and one of them is about heroes as said by Susan Mackey Kelly (as cited in Sangianglili, 2012:1) “Many of the top grossing film in American cinema has been based, however, loosely on the heroes quest”. According to what Susan said, superhero is one of theme that used in movie. This theme also can educate children that watch it about good and evil. The children get that a hero is good and the villain is bad. This thought has been agreed for longtime, it makes people treat the hero so good and the villain badly.

Most villains get treated badly, this also happens in *Wreck It Ralph* Movie, an animation from Disney Animation Studios that released at 2012 and awarded as best animation movie 2012 from *Annie Awards*.

This movie takes setting in the arcade game center. Like the others arcade game, there are various games here such as *Hero's Duty*, *Sugar Rush*, *Fix-It Felix Jr.* and others. *Fix-It Felix Jr.* is a game where the gamer that take role as Felix Jr. that need to fixes the building that get wrecked by Ralph. On the opening from the game, Ralph is enjoying his time in his stump when suddenly he gets dumped to another place because the Nicelanders uses his place to build a penthouse. Because of his home taken by the Nivelanders, he starts to wreck the building and Felix who got a magic hammer is the one that need to fix them. The game ends with Felix that gets a gold medal because he is the hero that save the penthouse and Ralph that gets thrown from the penthouse roof by the Nicelanders.

The game character in each game at that arcade turns alive when the arcade has close and it is time for the game characters to socialize with other game characters. When the game mode has off, the other characters get along well.

DANCER (calling out) "THAT'S IT! ARCADE'S CLOSED!"
 IN SET STREET FIGHTER GAME CONSOLE: Two fighters, RYU and KEN stop beating each other.

RYU : What a day. Want to head to Tappers, Ken?

KEN : If you're buying, buddy.

They put their arms around each other and walk off screen. (*Wreck-It Ralph* 00:02:43 → 00:02:48)

From the conversation above, it shows that character at street fighter game is going to hang out after the arcade close. But this does not happen in Fix-It Felix Jr. game, even though they are not in the game mode, the Nicelanders still hates and feels scared with Ralph because he wrecks the Nicelanders penthouse. The Nicelanders are only good to Felix, hero that saves and fixes their penthouse. Ralph is doing his job as the bad guy but everyone hates him because of that. When the game ends, Felix joins the Nicelanders inside the house and Ralph has been left alone on the dump beside the penthouse.

Precisely at the 30 anniversary of Fix-It Felix Jr. game, Ralph goes to a place where the villain from other game gather called Bad Anon. At that place, Ralph tells other villain what he feels and he also tells them that he wants to be a good guy. Other villains that hear what Ralph said try to stop him to be a good guy. Because if Ralph becomes a good guy there is no one that is going to wreck the building and if no one wrecks the building what Felix has no job to fix. The gamers are going to think that the game is broken and that is going to threat the game.

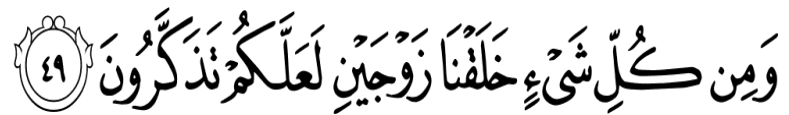
After a few moments, each villain goes back to their own game. Ralph goes to his dump and then he sees the Nicelanders and Felix does a party at the penthouse. He thinks that this is usual if he is not invited but then he sees Pacman there. He gets more envy, even character that is not from the game is invited but he as one of the main character is not invited for their game anniversary. Then he decides that he shall go to the party.

When he is at the party, the Nicelanders are not being friendly and do not want to accept him and this makes him angry. To prove that he can also be a good guy, Ralph says that he is going to find and brings a gold medal so the other can accept him and let him stay at the penthouse with them.

To find another game, he goes to other game called Hero's Duty. This game is a shooting game that fights *cy-bug*, a type of virus that can destroy a game set. When he tries to get home to his own game, Ralph accidentally brings a *cy-bug* with him to other game, *Sugar Rush*. *Sugar Rush* is a racing game that so lovely. The game, as the name itself is full with sweet. There, Ralph helps a kid characters, Vanellope to get in the race. Vanellope gets banned by the king to follow the race because she is different from other racers. When she gets bullied by other racers, Ralph helps the girl.

From what has been told previously, it can be known that Ralph has different characterization between the game and outside the game. The first one is the bad side and the good side, which means there is dualism in Ralph. This dualism is an interesting thing to analyze because it happens in a character only. Ralph, as the bad guy character in this movie, wrecks things and argues with other characters, but in the same time he also can be a good guy that helps other game characters. Other characters can get along with each other when the game off. But the Nicelanders cannot do that to Ralph. As characters in game that work together they

should be nice to one another. In Islam, Quran Surah al-Dzariyat verse 49, God has said that, things in this world is created not only with one kind.



And of all things We created two mates; perhaps you will remember.
(<https://quran.com/51/49>)

From the verse Allah tells that things in the world are created not only one kind, but in pair. That also means that the creations from Him are going to have other side from it.

1.2. Research Question

According to what has researcher said at the background of study, there is a questions that needs to be answered, namely: “What is the significance of the dualism in Ralph in the *Wreck-It Ralph* movie? “

1.3.Objectives of Study

Based from the problem statement above the objectives of this research is to show the significance from the dualism of Ralph character in the movie “*Wreck-It Ralph*”.

1.4.Significances of Study

Theoretically, this research is used to show significance from the dualism of Ralph character in the movie “*Wreck-It Ralph*”. This study gives

contribution how a binary opposition theory applies at the movie. Then it can be use as a reference for those who want to study more about the movie or the theory of Binary Opposition. This research can help people to understand more about how to apply Binary Opposition theory into a movie especially “*Wreck It Ralph*” movie. Practically, this research expects to increase people awareness about being good to other people and shows that a person is not always the same and they can change.

1.5.Literature Review

The researcher has found some researchs that use the same object and theory as this research. Seen from the object, there is a study with the title “A Main Character Analysis of “Ralph” in Wreck-It Ralph Film Using Hierarchy of Human Needs By Abraham H. Maslow” by Nurul Haifa an English Letter Department in “Syarif Hidayatullah” State Islamic University. The research uses qualitative descriptive method. The aim from this research is to know the main character needs for his life and how he fulfills his needs based on the theory of Hierarch of Human Needs. The result is the researcher found that the main character is troubled about himself. He tries to pursuit his esteem needs and actualize him self in order to make perfection of life.

The second research is a research from an English Department of Brawijaya University student named Deni Tri Aditya with the tittle “Flouted Maxims in the Main Characters’ Utterances Of *Wreck - It Ralph*

Animated Movie”. This research uses qualitative approach with two questions that need to be answered. The first one is what maxims are flouted by the main characters in the animated movie entitled *Wreck-it Ralph?* and the second is what are the intended meanings of the utterances being flouted by main characters in the animated movie entitled *Wreck-it Ralph?*. The results showed that there were four kinds of maxims flouted by the main characters totaling 28 utterances. The mostly flouted is maxim of manner. The next was the maxim of relation, maxim of quantity, and the fewest is maxim of quality. There are some intended meanings found in the utterances flouted by the main characters, such as to make conversation serious or funny, to avoid a conflict, to show good impression, to give proof, to make some surprise, to hide bad issue, and to show some regard.

The next research is a research from English Literature Department of Sunan Kalijaga University student named Umami Sholikhah that uses the same theory with the title “Reading Binary Opposition in *Frozen* Movie”. The research uses qualitative method and it has one research question and that is how can the duality of character Elsa and Anna in *Frozen* Movie be explained. The result is the contrary from the character of Elsa and Anna is formed by the situation from the two character.

From the previous research there are no researches that use Binary Opposition theory to analyze “*Wreck It Ralph*” movie. This research is different with the other research because this research uses Binary

Opposition theory to analyze the character of “Ralph” from the movie *“Wreck It Ralph”*.

1.6.Theoretical Approach

There are two theories used in this research. The first one is binary opposition theory as the main theory and movie theory as the supporting theory.

1.6.1. Binary Opposition Theory

Binary opposition is a term about things that opposite to each other. According to Ferdinand De Saussure, “binary opposition means by which the unit of language have value or meaning; each unit define against what it is not” (as cited in Solikhah, 2015:8). From what has been said by Saussure, binary opposition against each other. It is two terms that has opposite meaning. It is not only opposite, but the term relates to one and another. According to Abram,

“Binary Opposition such as speech/writing, nature/culture, truth/error, male/female, which are essential structural elements in logocentric language. Derrida show that such oppositions constitute a tacit hierarchy, in which the first term function as privileged and the second term as derivative form, or special case of, the secondary term; but instead of stopping this reversal, he goes on destabilize both hierarchies, leaving them in condition of undecidability.” (2009:71)

From the citation above, it says that in binary opposition theory there are the privileged one and the derivative one. The positive one is the

privileged and the negative one is the derivative one. Not only that, in binary opposition each term exist because contradicting the other term. As example there is no male without female or there will no ugly without beauty.

1.6.2. Movie Theory

The film theories that used in this research are *Mise-En-Scène* and Cinematography by Villarejo in his book *Film Studies The Basic and Cinematography Techniques* by Timothy Heiderich to explain the meaning from the picture.

There are four components to *mise-en-scène* that used at this research, and they are:

1. Lighting

Lightings establishes mood and directs attention to detail. From the lighting, it create effect from high-key lighting of the classical Hollywood cinema (wherein little contrast between bright and dark obtains, soft and revealing of detail) to the low-key (high contrast, harsh, and hard) lighting frequently used in horror and mystery (Villarejo, 2007:33).

2. Costume and Hair

Details of costuming and hair styling contribute to the believability of a film's world. (Villarejo, 2007:34).

3. Make-Up

The role of make-up is to creating imaginative dimensions of the film world. (Villarejo, 2007:34).

4. Figure Behavior

Figure behavior means to describe the movement, expressions, or actions of the actors or other figures (animals, monsters, animated things, droids) within a given shot. (Villarejo, 2007:35).

Cinematography is a framing technique. Every placement of the camera can be analyzed in terms of the distance between the camera and its object(s). It divided into:

- The extreme long shot (ELS), in which one can barely distinguish the human figure;
- The long shot (LS), in which humans are distinguishable but remain dwarfed by the background;
- The medium long shot (MLS), or plan American, in which the human is framed from the knees up;
- The medium shot (MS); in which we move in slightly to frame the human from the waist up;
- The medium close up (MCU), in which we slightly closer and see the human from the chest up;

- The close up (CU), which isolates a portion of a human (mostly the face);
- The extreme close up (ECU), in which we see a mere portion of the face (an eye, the lips) (2007:38).

While according to Heiderich the meaning from the shot are :

- Extreme Long Shot: Typically used to show subjects of relatively massive scale. Picture a mountain climber represented as a tiny speck against a vast expanse of snow, the extreme long shot conveying the relative insignificance of the character struggling against their environment. It is a study in scale and majesty.
- Long Shot: The distance of the camera from its subject also reflects an emotional distance; the audience doesn't get as emotionally involved in what's going on as they would if they were closer. In a way, it makes viewers a casual bystander, somewhat aloof to what's happening. Take a couple arguing, where the details of their argument are lost to the viewer, and only the big blow-ups are able to catch our attention. Something is happening, but we can't be sure what it is.
- Medium Long Shot: falling between the long and close shots, this is more informative than emotional. It is too close for the epic scale of a long shot and too far to convey the intimacy of a close up, making it emotionally neutral.

- **Medium Shot:** the medium shot is where we are starting to engage with the characters on a personal level. It is an approximation of how close someone would be when having a casual conversation.
- **Close Up:** More intimate than the medium shot, the expressions and emotions of an actor are more visible and affecting and is meant to engage the character in a direct and personal manner. You are starting to lose visual information about the character's surroundings, but the character's actions are more intimate and impacting.
- **Extreme Close Up:** For amplifying emotional intensity, the extreme close-up puts the camera right in the actor's face, making even their smallest emotional cues huge -- and raises the intensity of the problems behind them. This works for objects too: the ticking hands of a clock, a bullet shell hitting the floor, the blinking cursor of a computer terminal. What the extreme close up lacks in context, it makes up for by taking a small event and making it enormous.

1.7. Method of Research

1.7.1. Type of Research

This research aim is to describe about the character, because of that, this research uses qualitative method. According to Creswell, "Qualitative research is a mean for exploring and understanding the meaning individuals or ascribe to a social or human problem" (2009:1). From what Creswell said, it means that qualitative research is a research that explains data not calculate it. To collect the data, the researcher use library

research. According to Ratna, “Library research is a method of collecting data from using books and other writings to get some information to support the subject matter of the research. (as cited in Solikhah, 2016:9). Researcher use books and other references that relates to this research for supporting the data.

1.7.2. Data Sources

There are primary data and supporting data in this research. The primary data is from the “*Wreck It Ralph*” movie and script. While the supporting data is books, journal and any other sources that related to. The unit of the data is the scene, acts and the utterances that related to “Ralph” dualism.

1.7.3. Data Collection Technique

There are several way used by the researcher to collect the data. First, the present researcher watch “*Wreck It Ralph*” movie to understand the intrinsic aspect such as theme, character and characterization, plot, and setting. Second, the researcher does a close reading to the movie script and the movie to find utterance and scene that can be chosen as the data. Then the researcher collects all the data and lastly the present researcher classify the data based on the thing that relates to “Ralph” characterizations.

1.7.4. Data Analysis Technique

After the researcher collects the data, the researcher classifies them into groups that match with the dualism of Ralph, and analyzes it using binary opposition theory to determine the dualism from characterization of “Ralph”. The researcher also uses the film theory to explain picture that used as data.

1.8. Paper Organization

There are four chapters in this paper. Chapter one is introduction. This chapter consists of background of study, problem statements, objectives of study, significances of study, literature review, theoretical approach, method of research and paper organization. This chapter gives general information about this paper. The second chapter is about “*Wreck It Ralph*” movie intrinsic aspect. Third chapter is analysis. The data that have been collected before is going to be analyze in this chapter. The last chapter is conclusion. The answer from problem statement will be shown here.

CHAPTER IV

CONCLUSION AND SUGGESTION

4.1. Conclusion

From the discussion it can be concluded that in the study of movie *Wreck-It Ralph* that use binary opposition theory, the researcher find there are some binary opposition in Ralph character. The binary oppositions can be seen from Ralph Reality versus Hyper-Reality that consists of Protagonist versus Antagonist, Emphaty versus Antiphaty and Timid versus Bold. The Reality of Ralph consists of old, protagonist, emphaty and timid, while the Hyper-Reality of Ralph consists of young, antagonist, Antipathy and bold.

From the previous explanation, Ralph dualism happens in the game and at the outside game area. It shows the main binary opposition and that is nurture vs nature. Ralph reality characterizations that occur outside the game is affected by the nurture of Ralph, while the characters from Ralph hyper-reality occur because of his nature as a character that is invented to be the bad guy at the game.

4.2. Suggestion

The movie of *Wreck-It Ralph* is a movie that tells about being nice to other person. The researcher that uses binary opposition to analyze this movie hope that other researcher can analyze what is the aspect that

effecting Ralph dualism, or the next researcher can analyzes how the environment or other character give impact to Ralph Dualism. The researcher also hope that the next researcher can uses another theory to analyze this movie such as using the masculinity theory, deconstruction theory, feminism theory, or other.



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