HEROISM AS SEEN IN BIG HERO 6 MOVIE

A GRADUATING PAPER

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

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ABSTRACT

Movie is one of literary works which combine prose and drama that refer to a discourse or text. From movies, human can read the visual form that contains stories, texts, or manuscripts from the abstract imagination. Big Hero 6 is an animation and science fiction movie that tells about heroism. Heroism is an important topic to be analyzed because all people in this world need a heroic action in their life. People can do the act of heroism at least for themselves. In this movie, heroism can be seen in two different characters; round and flat character. Both characters can determine the process of their journey to be a hero. The researcher wants to analyze how round and flat characters can be categorized into patterns of hero’s journey. It aims to find how both characters show differences while they undergo the same patterns of the journey. To answer the problem statement, the researcher uses Joseph Campbell’s theory of hero’s journey and film theory proposed by Amy Villarejo as well to support and to improve the analysis. The researcher also applies qualitative descriptive as the research method. The result shows that the roundness of the character is equal to the completeness of hero’s journey and the flatness of the character is equal to incompleteness of hero’s journey.

Keywords: hero, hero’s journey, flat character, round character, Joseph Campbell, film theory
HEROISM AS SEEN IN Big Hero 6 MOVIE

By: Rani Meilia Pratiwi

ABSTRAK


Kata Kunci: pahlawan, hero’s journey, karakter flat, karakter found, Joseph Campbell, teori film.
MOTTO:

“BE KIND TO UNKIND PEOPLE”
DEDICATION

This graduating paper is honorably dedicated to my:

Mother

Father

Reader
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CHAPTER I
INTRODUCTION

1.1 Background of Study

Literature is art of life. It depicts various experiences of life spiritually influencing human’s soul. According to James H and Pickering, creation of literature is a unique human’s activity, born of men’s timeless desire to understand, express, and finally share experiences (1981: 307). Whereas, Rees says that literature helps us as human beings to understand the life by analyzing the expression of what people feel and think through literary work (1973: 9). Thus, literature is important, relevant, and inseparable part of human’s life.

Movie is one of literary works. It is the combination of prose and drama referring to localized discourse, the signifying text. Human can read the visual form containing story, text, or manuscript from abstract imagination. There is a great feeling by watching a movie because it can figure expression. Movie makes all things possible to happen by utilizing the technology. James Monaco (2000: 17) said that movie is a medium and art, but it is also a unique and very complex technological undertaking. The technology, image and sound, is the clear exposition of the intriguing science of cinema. He also said that “movie is richer experience as the director is able to visualization. It is combination of three literatures: 1. Photography/image, 2. Novel, and 3. Drama” (2000: 46).

*Big Hero 6* movie is one of science fiction movies which analyzed by the researcher. According to Darko Suvin, science fiction is a literary genre or verbal construct whose necessary and sufficient conditions are the presence and
interaction of estrangement and cognition, and whose main device is an imaginative framework alternative to the author's empirical environment (Roberts, 2006: 1). Science fiction is inspired people to show an imaginative element which improves the author idea. Many science-fiction movies inspire people for its knowledge purpose. The three best inspiring science-fiction movies are *Interstellar* (2014), *The Day After Tomorrow*, and *Gravity* (2013). *Big Hero 6* is a computer-animated movie enjoyed by all, either adults or children. This movie tells about Hiro Hamada, a genius boy, having a great skill in robotic science. He had to cope with the tragedy of his brother’s death. Then, by the help of his friends and Baymax (a robot), they became super heroes armed with high technology to save the city.

Hiro Hamada, the leading character in the movie, was 14 years old and lived in modern city, San Fransokyo. After his graduation from senior high school, he spent his time to participate in illegal robot competition. His older brother, Tadashi Hamada, was so proud of his skill, but he worried if Hiro Hamada’s skill became useless. Then, to train him, Tadashi took him to research laboratory at the Institute of Technology San Fransokyo and study there. Then Hiro Hamada met Prof. Callaghan and Tadashi’s friends, they are: Gogo, Wasabi, Honey Lemon, and Fred. Suddenly, the building was caught on fire during the technology exhibition. Tadashi quickly saved Callaghan. When Hiro Hamada tried to help them, suddenly the explosion emerged and killed Tadashi and Prof. Callaghan. Weeks later, Hiro Hamada was still depressed until Baymax was reactivated. At the time, Hiro Hamada’s microbot moved somewhere. Baymax and Hiro Hamada found a place and saw many microbots produced there. Then
Hiro Hamada had suspicion on someone imitating his microbot. Afterward He made a plan to catch the suspicious one by transforming Baymax and his friends.

One day, Hiro Hamada and his friends knew that the Callaghan’s mission was to take revenge. Then, the battle happened in San Fransokyo city. Hiro Hamada and his friends saved Krei and deprived the Callaghan microbots and his mask, but the portal remained active. Baymax detected Abigail inside. Then Baymax and Hiro Hamada entered into the portal to save her. They found Abigail. When on the way out, Baymax was struck by the debris. His armor was broken and he could not fly to bring them. The time was running out, and the portal started collapsing. Baymax used his armor’s rocket fist to propel them back through the portal, and forced Hiro Hamada to leave him behind. Overwhelmed by his sad feeling, Hiro Hamada left Baymax. Prof. Callaghan was arrested while Abigail was taken to the hospital. The next day, Hiro Hamada found a Baymax’s personality chip in clenched rocket fist. Then, he rebuilt Baymax’s body and the six heroes continued saving and protecting the city as Tadashi wished.

In the beginning of the movie, Hiro Hamada and his friends were just ordinary people. One day, they made a mission to catch a strange masked man imitating the microbots created by Hamada. Then, they transformed to be someone new by using science and technology making them stronger and powerful. In this case, the researcher found the different characters in Hamada and his friends; they are flat and round character.

According to Abrams (2009) a flat character also called a type, or “two-dimensional”), and Forster says that it is built around “a single idea or quality” and is presented without much individualizing detail, and therefore can be described adequately in a single phrase or sentence. A
round character is complex in temperament and motivation and is represented with subtle particularity, such a character therefore is as difficult to describe with any adequacy as a person in real life, and like real person, is capable of surprising us.

From the explanation above, the researcher could see that Hamada and his friends have different characters. In this movie, Hamada is the one figuring the round character, while his friends; Baymax, Fred, Wasabi, Gogo, and Honey Lemon figure the flat character. The round and flat characters figured by the heroes can influence and determine the process of their journey.

This movie is interesting because mostly in every movie, the hero only figures the round character. Nevertheless, in this case, the heroes figure the round and flat character. In this study, the researcher analyzed how round and flat characters can be categorized into patterns of heroes’ journey. This study aims to find out whether both of the characters have differences in undergoing the same patterns of the journey, and how the round character’s role challenge is.

1.2 Research Question

Based on the explanation above, the researcher formulated the following question:

How can the round and flat character in Big Hero 6 movie fit into the patterns of Joseph Campbell’s Hero’s Journey?

1.3 Objective of Study

The objective of this study is to research and analyze how round and flat characters in Big Hero 6 movie are shown during their journey through the stages of Hero’s Journey theory by Joseph Campbell.
1.4 Significance of Study

As part of structuralist theory, Hero’s Journey presents in stories and narratives. This research proves that Hero’s Journey unconsciously presents in modern narrative, including film. The purpose of researching the differences between round and flat characters in undergoing the same pattern of Hero’s Journey is to prove that each role can influence each other in undergoing the adventure.

1.5 Literature Review

There is one researcher analyzing Big Hero 6 movie, and there are also some researchers using Hero’s Journey theory by Joseph Campbell. The first is Yusrul Fauzi (2015) from Maria Kudus University conducting a research entitled “The Analysis of Character Building Values in Big Hero 6 Movie”. The researcher used descriptive qualitative method, and the purpose of analyzing the movie are to find out the intrinsic literature, the types of character building values, and the relation between character building values and education shown in Big Hero 6 movie. The result shows that there are sixteen character building values in this movie. They are: honesty, bravery, peace ability, self-reliance, self-discipline, loyalty, respect, love and affection, enthusiasm, sacrifice, sincerity, strong belief, apology and forgiveness, optimism, responsibility, and perseverance. Then, there are five intrinsic literatures including: theme (friendship), character and characterization (there are two main characters and eight minor characters), plot (friendship defeating the crime), setting (place and time), and point of view.
The second is Anindita Dewi Nurcahyani (2017) from State Islamic University Sunan Kalijaga Yogyakarta with the paper entitled “Hero’s Journey of Sam and Jack in The Day After Tomorrow Movie”. In this paper, the writer researched two characters by using hero’s journey theory by Joseph Campbell, movie theory by Amy Villarejo, and analyzed the movie qualitatively. In this research, the writer focused on two characters, father and son, because they have different climax, one of them has the highest position in the Hero’s theory.

There are some things that make this research different from the researchers above. First, this research focused on heroism of round and flat character. Second, this research proved does the round and flat characters undergo the same pattern in hero’s journey or not.

In this study, the researcher analyzed Big Hero 6 movie. Big Hero 6 is an American 3D computer-animated superhero-comedy movie produced by Walt Disney Animation Studios and released by Walt Disney Pictures in 2014. The movie is the 54th Disney’s animated movie directed by Don Hall (co-director of Winnie the Pooh) and Chris Williams (co-director of Bolt). Big Hero 6 was the first Disney animated feature movie to star characters from Marvel Entertainment, which the Walt Disney Company acquired in 2009 and thus gave special thank to that subsidiary. The movie was released on November 7, 2014 in the US, Canada and India. The movie received universal acclaim from audiences and critics, and was a box office and commercial success, grossing $657 million worldwide. It won the Academy Award for Best Animated Feature and was nominated for an Annie Award for Best Animated Feature and a Golden Globe Award for Best
Animated Feature Movie. An animated television series following the events of the movie is set to premiere on Disney XD in 2017 (http://disney.wikia.com).

1.6 Theoretical Approach

1.6.1. Hero’s Journey

In this research, the writer used the hero’s theory to analyze the characters in *Big Hero 6* movie. According to Campbell (2004: 45), in mythology, there are some patterns in standard of hero’s journey coming from a story. They are:

a. **DEPARTURE:**

1. The Call to Adventure

Campbell states that the “call to adventure” signifies that destiny has summoned the hero and transferred his spiritual center of gravity from within the pale of his society to an unknown zone. The hero begins in a situation of normality from which information is received that acts as a call to head off into the unimaginable torments (2004:53). The call to adventure is the first stage of hero’s journey. The “call” means a herald or the idea about beginning of the journey.

2. Refusal of the Call

Campbell states that the refusal of the call converts the adventure into its negative, walled in boredom, hard work, or culture. It can be connected into the fact that the journey does not offer something interesting for the hero, and the journey is too extraordinary one until it shocks the hero (2004:54).

3. Supernatural Aid
According to Campbell (2004:63), for those who have not refused the call, the first encounter of the hero is the protective figure providing the adventures with the amulets against the dragon forces which is about to pass. Campbell describes that the word “supernatural” does not only means as a weapon or magical power but also the situation or the person aiding the hero/heroine later in his/her task. It can be a protective figure helping the hero/heroine to fix the problem in the refusal of the call stage.

4. The Crossing of the First Threshold

According to Campbell (2004: 71), in this stage, heroes independently enter a new or unknown world and leave their old world behind. The new or unknown world is an unpredictable and dangerous land. The “new or unknown world” does not only refer to a place, but also a situation or condition. The condition or situation is different from the first life and the failure is potentially high. Then, it is needed a change and an effort to overcome or deal with it. Threshold is guarded by strangers. Most of them are evil people, ogres, or other difficulties which have to be faced by the heroes.

5. The Belly of the Whale

Campbell states that Belly of the Whale is a transit into a sphere of rebirth symbolizing in the worldwide womb image of the belly of the whale. This stage shows the willingness and illustrates that the hero will undergo a metamorphosis (2004:83).

b. INITIATION:
1. The Road of the Trials

The road of the trials is a series of tests, tasks, problems, or ordeals that hero has to face in the transformation. Sometimes, hero fails on these tests which often occur in throes.

2. The Meeting with the Goddess

The Meeting with the goddess (incarnating in every woman) is the final test of the talent of the hero to win the boon of love, which is life itself enjoyed as the encasement of eternity (Campbell, 2004: 109). The woman is the symbol of goddess, having good qualities, kind, affection, beauty, and yearning. She lures, guides, influences, and also helps the hero to be free from his fetters. The goddess is not only figured by woman, but also other people who can guide the hero to find his right way.

3. Woman as the Temptress

This stage is about the main temptations leading the hero to abandon or stray from his adventure. The temptress happens from many aspects. It may not be necessarily represented by a woman. Anything that can show or bring out the hero to take the negative way is called the temptress. In addition, the temptress can come from both internal and external.

4. Atonement with the Father

This stage is the climax stage of hero’s journey. In atonement with the father stage, the hero meets with the absolute villain that he has to fight
and defeat, represented by “father figure”. Father figure is the representation of power. Atonement with the father can be incarnated by father, mother, law, or another person having a higher power than the hero.

5. Apotheosis

Campbell (2004) said that Apotheosis is the falling action after the hero passes the climax of his journey in Atonement with the Father. After facing the trial, there is the condition when the hero is free from all fears.

6. The Ultimate Boon

Campbell (2004: 159) states that in this stage, the accomplishment of the ease of adventure signifies that the hero is a superior man as the hero reaches the goal and gains the ultimate reward. The hero can acquire the boon either by a cunning force or a reward for his deeds and this will affect the nature of his/her return.

1.6.2. Movie Theory

The researcher used movie theory to support the analysis. There are three basics of movie analysis: Mise-en-Scene, Cinematography, and Semiotic of Movie. The researcher used Mise-en-scene and Cinematography. According to Amy Villarejo, Mise-en-Scene retains the theatrical overtones, meaning “put into the scene” and designating all the encompassed by the Frame (2007: 28). Mise-en-Scene analyzes everything appearing in the frame such as setting and the property: Lighting, every lighting position has a meaning; Costume and Hair; Make Up and Figure Behavior. Cinematography is the way of creating the scene
while mise-en-scene analyzes what are in the frame. There are some camera angles as mentioned by Amy Villarejo consisting of seven elements as mentioned below.

1. The Extreme Long Shot (ELS), in which one can barely distinguish the human figure, is used to show the setting of the place of the scene and the entire ambience from long distance;

2. The Long shot (LS), in which humans are distinguishable but remain dwarfed by the background;

3. The Medium Long Shot (MLS), in which the human is framed from the knees up;

4. The Medium Shot (MS), in which we move slightly to frame the human from the waist up;

5. The Medium Close-Up (MCU), in which we are slightly closer and see the human from the chest up;

6. The Close-Up (CU), which isolates a portion of a human (the face, most prominently); to show the expression clearly;

7. The Extreme Medium Close-Up (ECU), in which we see a mere portion of the face (an eye, the lips) (2007: 38).

1.7 Method of Research

1.7.1. Type of Research
The researcher used descriptive method in this study, and the data were analyzed qualitatively. Creswell (2009) stated that qualitative research aims to explore and understand the meaning individuals or groups ascribe to a social or human problem. The process of research involves emerging questions and procedures, data typically collected in the participant’s setting, data analysis inductively built from particulars to general themes, and the interpretation of the meaning of the data. The researcher used this method to describe the data, and then gathered it without observation to collect the data. Library research in this study was done by reading books containing the data needed by the researcher.

1.7.2. Data Sources

In this paper, the writer has two data resources: the main data and supporting data. In this research, the main data are movie and the data unit (shot and scene). Supporting data are some books, article and news related to Big Hero 6 movie.

1.7.3. Data Collection Technique

Observation is the technique of collecting data. Movie is the object of this research. First, the researcher read Big Hero 6 movie thoroughly to describe and classify the intrinsic element and find the problem in this research. After reading and classifying each element, then, the researcher sorted the data or representative picture into some categories and each variable. The categories consist of how the stages of hero’s journey were passed in this movie. In addition, the researcher also used supporting data related to this research found in some books, articles, and internet.
1.7.4. Data Analysis Technique

The data analysis technique used in this paper is analyzing the data categorized into each variable with the chosen theory. In this paper, the researcher used Hero’s Journey theory supported by film theory. First, the writer tried to read and understand the round and flat character as the focus of this research. Second, the writer decided the variable. Third, the writer analyzed the evidences of hero’s journey from the characters in this story. The writer collected the data from the movie and data unit (shot and scene), and these were analyzed according to the theory. To support the analysis, the writer also took some dialogues from the script.

1.8. Paper Organization

There are four chapters in this paper. Chapter one is introduction, chapter two is intrinsic elements, chapter three is analysis, and chapter four is conclusion. Chapter one includes background of study, research question, objective of study, significance of study, literature review, theoretical approach, method of research, and paper organization. Chapter two explains intrinsic elements of the movie. Chapter three is discussion, analysis of flat and round character. Chapter four is the conclusion of the research.
CHAPTER IV
CONCLUSION AND SUGGESTION

After discussing the content of Big Hero 6 movie based on Joseph Campbell’s hero’s journey theory, the researcher draws the conclusion that will be explained in this chapter. Additionally, there are also some suggestions for the readers and other researchers for the future research.

4.1. Conclusion

After analyzing Hamada and his friends to be the heroes in Big Hero 6 movie, there are some conclusions of this research.

Firstly, the phases of the heroes from round and flat character fit into the theory of the hero’s journey stated by Joseph Campbell which is divided into two phases. Moreover, the researcher found that the round and flat character have a different quantity in passing the stages:

<table>
<thead>
<tr>
<th>Heroes</th>
<th>DEPARTURE</th>
<th>INITIATION</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1 2 3 4 5</td>
<td>1 2 3 4 5 6</td>
</tr>
<tr>
<td>Hamada (Round)</td>
<td>● ● ● ● ●</td>
<td>● ● ● ● ● ●</td>
</tr>
<tr>
<td>Friends (Flat)</td>
<td>● ● ● ● ●</td>
<td>● ● ● ● ● ●</td>
</tr>
</tbody>
</table>
Firstly, the round character, Hamada, is able to pass all of the stages completely in the first phase and the second phase, departure and initiation. The number of the stages that he has passed is eleven. Secondly, the flat character, Hamada’s friends, is able to pass the stages incompletely. The number of the stages that they have passed is nine. Here does the researcher conclude that:

1. The round character is equal to the complete hero’s journey.
2. The flat character is not equal to the complete of hero’s journey.

4.2. Suggestion

4.2.1. Suggestion for Next Researchers

The writer suggests the next researcher to make this research as the comparison for some similar researches. The writer also suggests those who want to analyze other objects with the same case like in this analysis (the heroism of the round and flat character) can identify more deeply to prove that the round character probably is not always equal to completeness of the hero’s journey, and the flat character probably is not always equal to the incompleteness of a hero’s journey.

4.2.2. Suggestion for the Common Readers

The readers who have read this research and also watched Big Hero 6 movie at the same time can learn something from the movie. It might results in different perspectives between one and another person. Here does the writer suggest a lesson that can be taken from this movie.
The movie presents the story about Hiro Hamada, a 14-year old boy who is genius and smart. He is able to turn himself into someone new for doing a mission with his friends who are able to transform as well. After discussing the topic regarding heroism in this research, the writer absolutely understands that all of the people in this world must also have a heroic character in their life, and they are also able to be a hero for everyone. During the passing journey, a hero will find many trials and problems that must be faced patiently. As the Prophet Muhammad sallallahu ‘alaihi wasallam has said, he teaches Moslems how to be patient because a patient person is a good paragon for other people. The Holy Qur’an on surah Al-Ahzab verse 21 has stated:

لاقذ كان لكم في رسول الله أسوة حسنة لمن كان يرجب الله واليوم الآخر وذكر الله كثيرًا

Translation:

“There has certainly been for you in the Messenger of Allah an excellent pattern for anyone whose hope is in Allah and the Last Day and [who] remembers Allah often”.

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