

STRUCTURING ART OF HORROR IN IT MOVIE (1990)

A GRADUATING PAPER

**Submitted in Partial Fulfillment of the Requirement for Obtaining the Bachelor Degree in
English Literature**



By:

ROFIQU RAHMAT J

13150023

ENGLISH DEPARTMENT

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

2020

FINAL PROJECT STATEMENT

I certify that this graduating paper is definitely my own work. I am completely responsible for the contents of this graduating paper. Other researchers' opinions and findings included in this graduating paper are quoted or cited in accordance with the ethical standards.



APPROVAL



KEMENTERIAN AGAMA
UNIVERSITAS ISLAM NEGERI SUNAN KALIJAGA
FAKULTAS ADAB DAN ILMU BUDAYA
Jl. Marsda Adisucipto Telp. (0274) 513949 Fax. (0274) 552883 Yogyakarta 55281

PENGESAHAN TUGAS AKHIR

Nomor : B-1319/Un.02/DA/PP.00.9/08/2020

Tugas Akhir dengan judul : STRUCTURING ART OF HORROR IN IT

yang dipersiapkan dan disusun oleh:

Nama : ROFIQU RACHMAD JULYANSY AH
Nomor Induk Mahasiswa : 13150023
Telah diujikan pada : Senin, 03 Agustus 2020
Nilai ujian Tugas Akhir : A/B

dinyatakan telah diterima oleh Fakultas Adab dan Ilmu Budaya UIN Sunan Kalijaga Yogyakarta

TIM UJIAN TUGAS AKHIR



Ketua Sidang

Danial Hidayatullah, SS., M.Hum
SIGNED

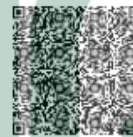
Valid ID: 584cb0ad4012



Penguji I

Ulyati Retno Sari, S.S. M.Hum.
SIGNED

Valid ID: 5f430c179e18



Penguji II

Dr. Witriani, S.S. M.Hum.
SIGNED

Valid ID: 5f4cb1ac832a0



Yogyakarta, 03 Agustus 2020
UIN Sunan Kalijaga
Dekan Fakultas Adab dan Ilmu Budaya
Dr. Muhammad Wiklat, M.A.
SIGNED

Valid ID: 5f4c7a49edf7



KEMENTERIAN AGAMA
UNIVERSITAS ISLAM NEGERI SUNAN KALIJAGA
FAKULTAS ADAB DAN ILMU BUDAYA

Jl. Marsda Adisucipto Telp. (0274) 513949 Fax. (0274) 552883 Yogyakarta 55281
Web : <http://adab.uin-suka.ac.id> Email : adab@uin-suka.ac.id

NOTA DINAS

Hal : Skripsi
a.n.Rofiqu Rahmat J

Yth.
Dekan Fakultas Adab dan Ilmu Budaya
UIN Sunan Kalijaga
Di Yogyakarta

Assalamu'alaikum Wr. Wb.

Setelah memeriksa, meneliti, dan memberikan arahan untuk perbaikan atas skripsi saudara:

Nama : Rofiqu Rahmat J
NIM : 13150023
Prodi : Sastra Inggris
Fakultas : Adab dan Ilmu Budaya
Judul :

Structuring Art of Horror in *IT* Movie (1990)

Saya menyatakan bahwa skripsi tersebut sudah dapat diajukan pada sidang Munaqosyah untuk memenuhi sebagian syarat memperoleh gelar Sarjana Sastra Inggris.

Atas perhatian yang diberikan, saya ucapkan terimakasih.

Wassalamu'alaikum Wr.Wb.

STATE ISLAMIC UNIVERSITY
SUNAN KALIJAGA
YOGYAKARTA

Yogyakarta, 03 Agustus 2020
Pembimbing,

Danial Hidayatullah, SS., M.Hum
NIP 19760405 200901 1 016

STRUCTURING ART OF HORROR IN *IT* MOVIE (1990)

By: Rofiqu Rahmat J

ABSTRACT

Movies is one of media that has it contributed to arrange or rearrange time and notion thus reveals its own multiple dimension in term of social, historical, industrial, technological, philosophical, aesthetic, psychological, personal aspects. furthermore, genres become an interesting topic that always involve on each different movie. One of them is horror. Horror is a genre that has been recognized as attractive discussion to most movies observer. Movies is also becoming an iconic of various literature studies. The subject used in this is a horror movies entitled "IT", a movies adapted or inspired from a novel with same title. The movies tell the story of a terror gripped the Derry Town, that occurs once for thirty years. as predatory creature of clown that is feared the Derry town by exploiting children based on their phobia against their worst fear. Bill Denbrough, who lost his younger brother, Georgie, was always haunted by guilt for losing his brother, then told all of his experiences to his friends, Eddie, Ben, Mike, Beverly, Richie, and Stan who also had strange dreams which behind it is the act of Pennywise. They realized that all the murderers were caused by Pennywise and tried to stop him. Then, after defeating Pennywise, causing him to retreat, then promised that if the monster returned, they would come back to kill him. After 30 years passed, they got the news from mike that the killing had taken place again. So they reunite after exploring their lives back to Derry to keep their promises. to keep their promises. The research tries to investigate the movies from the perspective of the structure of art of horror based on Noel Carroll's theory. This contains a sub section of the art horror on dissect the plot structure called *a complex discovery*. The researches also use movies theory as the support theory. After analyzing the collected data, the writer concludes that the complex discovery plot structure in the art of horror includes 4 phase, namely Onset, Discovery, Confirmation and confrontation.

Keyword: *Art of Horror, Discovery complex, Structuring Plot, Movie*

STATE ISLAMIC UNIVERSITY
SUNAN KALIJAGA
YOGYAKARTA

PENATAAN SENI HORROR DALAM *IT MOVIES* (1990)

Oleh: Rofiqu Rahmat J

ABSTRAK

Movies adalah salah satu media yang memiliki kontribusi dalam rangkaian penyusunan waktu dan gagasan sehingga mengungkapkan dimensi ganda miliknya dalam hal sosial, historis, industrial, teknologikal, filosofi, estetika, psikologikal dan aspek personal. Lebih jauh, genre menjadi topik yang menarik yang selalu melibatkan dalam tiap tiap movies yang berbeda. satu diantaranya adalah Horror. Horror adalah genre yang telah diakui sebagai diskusi atraktif pada kebanyakan pengamat movies. Movies juga menjadi ikonik dari beberapa studi literature. Subjek yang digunakan dalam penelitian ini merupakan sebuah horror movies berjudul “IT”, sebuah movies yang diadaptasi atau terinspirasi dari novel dengan judul yang sama. Movies ini berceritakan tentang sebuah terror yang mencekam kota derry yang terjadi pada setiap tiga puluh tahun sekali. Seorang makhluk predator berwujud badut yang ditakutkan di kota dengan mengeksploitasi anak anak berdasarkan phobia mereka terhadap sosok yang mereka takuti. Bill debourgh, yang mana telah kehilangan adiknya, Georgie, lalu ia selalu dihantui oleh rasa bersalah karena telah kehilangan adiknya, lalu menceritakan semua pengalamannya kepada teman temannya, Eddie, Ben, Mike, Beverly, Richie dan Stan yang ternyata juga memiliki mimpi aneh, yang dialik dalangnya adalah ulah dari Pennywise. mereka menyadari bahwa seluruh pembunuhan anak anak itu disebabkan oleh pennywise dan mencoba untuk menghentikannya. Lalu setelah mengalahkan Pennwise, menyebabkan ia untuk mundur lalu menyematkan sebuah janji bahwa jika Pennywise kembali, mereka akan datang kembali untuk membunuhnya dengan pasti. Setelah 30 tahun berlalu, mereka mendapat kabari dari mike bahwa pembunuhan telah berlangsung kembali, lalu mereka berkumpul kembali setelah menjali kehidupan mereka masing masing kembali ke derry untuk menepati janji mereka. Penelitian ini secara umum mencoba untuk meneliti movies dari sudut pandang struktur art of horror berdasarkan teori dari Noel Carrol. Penelitian ini mengandung subab dari art of horror untuk membedah struktur plot yang disebut complex discovery. Peneliti juga menggunakan movies theory sebagai teori support. Setelah menganalisis data yang sudah dikumpulkan, penulis menyimpulkan bahwa dalam struktur plot complex discovery dalam art of horror mencakup 4 tahap, yakni onset, discovery, confirmation dan confrontation.

DEDICATION

THIS GRADUATING PAPER, I DEDICATED TO:

MY BELOVED PARENTS AND FAMILY

***MY FRIENDS WHO SUPPORTED ME IN THE PROGGRES OF MAKING THE
PAPER***



STATE ISLAMIC UNIVERSITY
SUNAN KALIJAGA
YOGYAKARTA

MOTTO

“Don’t Be Sorry, Be Better” (Kratos – God of War IV)

“Kalau bekerja hanya sekedar bekerja, Babi di Hutan juga Bekerja” (Gus Mus)



ACKNOWLEDGEMENT

Assalamu'alaikum wr. Wb

First of all, praise be to Allah SWT who has given us some mercies and blessing. So, the researcher can complete this graduating paper entitled “*Structuring Art of Horror in IT Movie*”. Secondly, mercy and peace be upon to our prophet Muhammad saw, who has guidance us to the right ways.

In addition, the researcher also gives thanks a lot to people that have contributed to this paper. Therefore, the researcher wants to convey deep appreciation to the honorable people.

They are:

1. The Dean of Adab and Cultural Sciences Faculty, Dr. Muhammad Wildan, M.A.
2. The Head of English Department, Ulyati Retno Sari, S.S. M.Hum.
3. Mr Danial Hidayatullah, SS., M.Hum
4. Arif Budiman, S.S., M.A as my academic advisor
5. Dr. Ubaidillah, S.S., M.Hum., Dr. Witriani, S.S. M.Hum, Mr. Margo Yuwono, M.Hum., Mr. Fuad Arif Fudiyartanto, S. Pd, M.Hum., M. Ed., Mr. Bambang, S.S, M.Hum., Mrs. Ening Herniti, S.S., M.Hum., Mrs. Ulyati Retnosari, S.S., M.Hum., (almh) Mrs. Jiah Fauziyah, and other lectures of English Department in UIN Sunan Kalijaga Yogyakarta that cannot be mentioned one by one.
6. My beloved Parents, my Two little brother, Adji Ilham and Muhammad Anand Zidane who always give me courage to finish my graduation paper
7. My friends in English Literature, Dicky Pratama, Ahmad Faqih, Haris Al Fauzan, Diah Utami, Dian Marhamah, Banu Sa'id, Hafid Ansori, Moh Ulil Albab, Jazilatus Silfiyah,

Ulfa Wulan Anugrah, Dwi Herlina, Efri Istia Donadinata, Hesti Rohmanasari, Fathun Ni'am, Iqbal Fachreza, Yusuf Ardian, Lathifania Asmaning Arin, Wahyu Wijaya, Syidiq Syaiful Ardli, Istiqomah, and other friends who always give me motivation and support to finish my graduation paper.

8. My Friends Taufik Andy Prasetyo, Alif Murobby, Wajib (Lembayung Squad) who always gives me a time to accompany me to finish my graduation paper.
9. My Middle School Friends (Jennes Squad) who always inspired me not to giving up.
10. My High school friend's alumni of Tonti Mansa 011/012 (Al-Hakim squad) that always help me to reach my dreams.

I realize that no one has perfection, possibly there are some mistakes in my graduation paper, and I really do appreciate to the readers who give me some suggestion.

Wassalamu'alaikum wr. wb.

STATE ISLAMIC UNIVERSITY
SUNAN KALIJAGA
YOGYAKARTA

Yogyakarta, August 03rd, 2020


Rofiqu Rahmat J.
Student No. 13150023

TABLE OF CONTENT

STRUCTURING ART OF HORROR IN IT MOVIE (1990).....	i
FINAL PROJECT STATEMENT	ii
APPROVAL	iii
NOTA DINAS	iv
STRUCTURING ART OF HORROR IN <i>IT MOVIE (1990)</i>	v
PENATAAN SENI HORROR DALAM <i>IT MOVIES (1990)</i>	vi
DEDICATION.....	vii
MOTTO	viii
ACKNOWLEDGEMENT	ix
TABLE OF CONTENT	xi
CHAPTER 1	1
INTRODUCTION	1
1.1. Background of Study.....	1
1.2. Research question.....	6
1.3. Objective of Study.....	6
1.4. Significance of Study	6
1.5. Literary Review.....	8
1.6. Theoretical Approach.....	8
1.7. Method of Research	12
1.8. Data Sources.....	12
1.9. Data Collection Technique.....	13
1.10. Data Analysis Technique.....	14
1.11. Paper Organization	14
CHAPTER II.....	15
2.1. Theme.....	15
2.2. Setting.....	17
2.3. Character and characterization	22
2.4. Plot	29

CHAPTER III	33
I. Onset	33
II. Discovery	42
III. Confirmation.	44
IV. Confrontation	47
CHAPTER IV	50
4.1. Conclusion.....	50
4.2. Suggestion	51



CHAPTER 1

INTRODUCTION

1.1. Background of Study

Literature nowadays has experienced many changes and developments throughout history during time by time. For some people, it is known as a literary hobby favored and offers inner satisfaction. However, the literature has also changed out to have an influential role in the world of education, moral and social education.

In the study of literature, it was compared with many object genres of study. According to Abrams, “the genres in which literary works have been grouped at different times are very numerous, and the criteria on which the classifications have been based are highly variable”. Since the writings of Plato and Aristotle, however, there has been an enduring division of the overall literary domain into three large classes, in accordance with who speaks in the work: *lyric* (uttered throughout in the first person), *epic* or *narrative* (in which the narrator speaks in the first person, then lets the characters speak for themselves); and *drama* (in which the characters do all the talking). (Abrams & Geoffrey Galt Harpham, 2009, p. 134)

One of media study that covers literary works is movies. Movies is one of form literary work that has been develop in 20 centuries. Movies is a projection shaped in picture form that could have a control in interpretations in audience that come through audio visual combination while literary through writing. Based on Lindblon and Cohen (1979) in Resnick (2018) mentioned that movies had a power to forming a new knowledge and movies is a source “common knowledge” or source knowledge that used in people in their daily lives. (Resnick, 2018: 4)

The dynamism of movies has contributed to arrange or rearrange time and notion, thus reveals its own multiple dimensions in terms of social, historical, industrial, technological, philosophical, political, aesthetic, psychological, personal aspects. The aggregate of these multiple dimensions is movies. Enthusiastically, cinema gives study from several other objects assuredly because its purpose is so fantastic and the scope was so varied; one rarely finds oneself thinking along a single plane of thought (Villarejo, 2007, p. 9)

In this case, the researcher chooses movies as object of research for several reasons. First, movies show deep interpretation with variable content that bring the audiences come to full of imagination. Since there are so many art works of novel and prose adapted into movie version, movie becomes more interesting discourse to discuss.

As a part of literature study, movies is one part of the most participated to some people for object of study. Besides, performing the audio and visual, movies also becomes a media that inspires people idea as real. There are so many scopes and genres in study of movies. In its development, movies also become a point of view to some movies observer. Movies was known as a literature work and has a dynamic characteristic depending on the era, culture, and the movies devotee itself. It also becomes source of knowledge, science, and reflection imaginary of social politics and economy.

As a media in literature study, movies also had developed in many eras to era. According to Villarejo also states that many movies are depended for their intelligibility upon rules or cinematic conventions, a form of movies grammar that has evolved over time. And like a language new elements, born of both technological innovation and imaginative invention”.

Furthermore, genres become an interesting topic that always involve on each different movie. One of them is horror. Horror is a genre that has been recognized as attractive discussion to most of movies enthusiasts. It also becomes an iconic of various literary studies. Ironically, horror as autonomous genre has its main origin on 80's era that is called as enlightenment era. On that era, horror was replaced from the superstition and ignorance then vanished into the scientific notion. It has been limited by some experiments that refer it into a scientific manipulation. It means that the horror terms can be understood logically by the scientific phenomena. As a reaction against the idea, several artists and writers produced literary work exploring about their own dark imagination. (Carrol: 4)

Horror as a genre, have to be a majority in movie since it famously spreads on people. According to Noel Carrol, "for over a decade and a half, perhaps especially in the United States, horror has flourished as a major source of mass aesthetic stimulation. Indeed, it may even be the most long-lived, widely disseminated, and persistent genre of the post-Vietnam era. Horror novels seem available in virtually every supermarket and pharmacy, and new titles appear within settling rapidity." (Carrol, Noel, 1990, p. 1)

In this case, the researcher chooses movies as object of research for several reasons. First, movies, shows more interpretation with variable content that brings the audience into full of imagination. Besides that, ever since there are so many art works of novel and prose adapted into movie version, movie was being a more interesting study to discuss. second, movies also relate to the authority in audience's lives. It contains so many aspects in our daily activity that have an impact to audience's life.

There are so many horror movies such as *Pet Sematary* (1989), *Carrie* (1976), *Dolores Claiborne* (1995), movie adapted from book authorized by Stephen King. The

researcher chooses *IT* (1990) as main subject of this research because it is the one Stephen king's works that had an interesting story and plot, furthermore, the movie also contains of moral value. *IT* is telling about a terror happened in Derry town, as a predatory creature called Pennywise, who has been frightening Derry town for exploiting kids from their phobia into their worst fear. The movie is telling about the fight between children and the Pennywise monster in two different timeline stories and also has different point of view between each of the protagonist character.

The movies tell the story of a terror gripped the Derry Town, that occurs once for thirty years. as predatory creature of clown that is feared the Derry town by exploiting children based on their phobia against their worst fear. Bill Denbrough, who lost his younger brother, Georgie, was always haunted by guilt for losing his brother, then told all of his experiences to his friends, Eddie, Ben, Mike, Beverly, Richie, and Stan who also had strange dreams which behind it is the act of Pennywise. They realized that all the murderers were caused by Pennywise and tried to stop him. Then, after defeating Pennywise, causing him to retreat, then promised that if the monster returned, they would come back to kill him. After 30 years passed, they got the news from mike that the killing had taken place again. So they reunite after exploring their lives back to Derry to keep their promises.

The movies are one of Stephen king's works that adapted from its novel entitled same with his movies. This movie was being known again by society with its remake in *IT* (2017) and its sequel *IT chapter two* (2019) that with those of two remake movie and it made this movie as one of the best of King's movies. This movie also has a frame view of uncommon idea that shows a figure of what people see as a funny figure and full of jokes

that could make us laugh, and on this movies, this definitely had a different depiction of it in the view of movie.

Horror movies itself, from era to era has several iconic elements sticking in every frame that are wanted to be seen from director or producer. Furthermore, horror points including on genre in movies, there are several sub-genres got to be used on every movie such as thriller, psychological, etc.

This research tries to investigate the movies from art-horror structure paradigm from Noel Carrol, who's identifying about how the categorization from art of horror on a literary work. The researcher uses the structure of art-horror that identifying in IT Movie. The pandemic area of discussion of the research contains of art horror on dissect out terror issue from component of threats and disgust. This category of terror refers to reaction of disgust, repugnance, nausea, physical loathing, shuddering, revulsion, abhorrence, abomination pointed out from seven antagonist characters on The Losers Club members., whether Art-Horror theory can be applied in movie like *IT*

Art of Horror is a form of experience that must have been in the past which often occurs in cyclical time series which is usually conceptualized in one's mind, based on novels and 19th century drama and literature comic books, pulp magazines and movie in the 20s. as Carrol states, "art of horror is a serviceable concept which we communicate and receive information, not an obscure notion. It has successfully a great deal with consensus. Art of horror by stipulation, is mean to refer to the product of a genre that crystallized, speaking very roughly around the time of the publication that takes around after fifty years and had been cyclically.

One of ideas the researcher wants to analyze which is being a constructed point from *IT* movies was represented “terror”. There is an indication from *IT* movies that represents terror. The researcher prefers to analyze the terror because of several reasons. First, terror was being one of very rare sub-genres of horror to find from other researchers that affirms reasons from this research, also its setting is very tough about dull emotion and sudden fear. The second is about the complexity of comprehension of terror that has so many general subjects from its scope. Terror is defining as “the term denotes both phenomenological experience of paralyzing, overwhelming and ineffable mental anguish, as well as behavioral response to a real or perceived life threatening danger” (Charles Webel, 2004:10). This research generally doesn’t explain horror from the structuralism side point of view. This research gives an opinion about structuralism theory in the horror movie environment. By explaining and defining the structure of fullness art horror from this movies, the fullness of horror can be explained.

1.2. Research question

Based on the background stated on the study above, the researcher discusses about the following question:

How is art of horror structured on IT movies?

1.3. Objective of Study

In making this research, the researcher has focusing on one point to achieve the goals. The objective of this paper is to discuss about the structure of art horror from IT movie.

1.4. Significance of Study

This research focuses on Structuring Art Horror of *IT* (1990). Horror movie are being an interesting topic to discuss, instead the consumption of this object has become an issue among the society for many years. Many people concern Horror as society interest or just personal consumption. It also was being a part of daily topics for so many people. Then this research is needed to about the structuring of art horror through literary work especially in movies “IT”.



1.5. Literary Review

There are also some source also using IT movie as a material object of studies, one is from research that also has same object study from IT movie, and the other was from journal that also has same method of the theory. The first is “The Differences of Bill and Pennywise the Clown’s speech Acts in IT Movies”. This research focuses on speech acts performed by both major characters Pennywise the Clown and Bill Denbrough. The researcher chooses those characters as they are main character in the movie, antagonist and protagonist. This research concludes that both characters must have different structure or types whereas Bill’s acts more direct and directive. Besides, Pennywise acts more indirect and expressive.

Next, the second resource is journal from <https://academic.oup.com/ips/article-abstract/8/3/237/1805407?redirectedFrom=fulltext> about concept of horrors from Adriana Cavarero. This article argues that horrors complicate disciplinary understandings of contemporary violence that tend to see terrorism in war and neglect how violence is embedded in and exchange through citizen relationship.

However, this research is different from the other researches mentioned above. The researcher focuses on content of terror shown on *IT* movies using Art of Horror theory as the main theory.

1.6. Theoretical Approach

The researcher in this paper uses art of horror theory to as main theory. The researcher also utilizes movies theory as a secondary theory to analyze the movies *IT*. The researcher uses art of horror theory because the researcher wants to entail the research

problem and get the data more detailed. The art of horror also is needed because of art horror containing of how to complete the analysis of horror itself including movie etc.

1.6.1 Art Horror Theory

As popular consumptions of the world, horror becomes a conceived to be genre that crosses numerous several art form and media in society. Generally, in order to discussing about horror there are naturally mentioned about works that literally we consider it on movie or books. It's definitely different from which sort that one expresses of horrified feels that in communist era delivered to, that's what identifying as natural horror, definitely different with art of horror which is recognized to serve to name a cross art, cross media genre whose existence is already recognized in ordinary language (Carrol, 1990: 12). Which defines art of horror is different from what we thought about natural horror which almost we feel when we are terrified at something natural.

However, art horror is such a genre that shows several emotions, because it contains emotions. It is the emotion that horror narratives and images are designed to elicit from audiences. Art horror names the emotion that the creators of the genre have perennially sought to instill in their audiences. Furthermore, it is an emotion whose contours are reflected in the emotional responses of the positive human's characters to the monsters in work of horror that also presuming that art horror is an occurrence rent emotional states (Carrol: 24). It causes horror, besides emoting several genres, also have differentiate several emotions.

The threat component of the analysis derives from the fact that the monsters we find in horror stories are uniformly dangerous or at least appear to be so. When they cease to be threatening, they cease to be horrifying. The impurity clause in the definition is

postulated as a result of noting the regularity with which literary descriptions of the experiences of horror regularity with which literary descriptions of the experiences of horror undergone by fictional characters include reference to disgust, repugnance, nausea, physical loathing, shuddering, revulsions, abhorrence, abomination, and so on (Carrol: 28). As the product of horror, *IT* movies also has relation of the emotion that it perceives of some later we call it impure.

This research focuses on discussion about how impure affect this movie as art of horror emotions genre that shown on the protagonist of this movies on 7 kids fighting with a monster clown called Pennywise. Those kids represent every impure form they have different each other. The impure represents reference to disgust, repugnance, nausea, physical loathing, shuddering, revulsion, abhorrence, abomination. “Rather they seem to use the notion of character-identification to signal a more radical relation between the audience and the protagonist, one in which the audience comes to think of itself as identical to or one with the character a state in which the audience member somehow merges or fuses with the character (Carrol: 89-90).

1.6.2 Movies Theory

In the several ways, movies are just structured like language. “it composed of fundamental units, called shots, movies rely upon edits to join shots together into larger strings called sequences, just as words become sentences” (Villarejo, 2007: 26). Cinema also makes us show about the wide-side of the world that throw us into an oscillation between innovation between invention and repetition, imprint ourselves into some image that are lingering, but also part of us.

Movies is also understanding the comparison with language to obtain scholarly approaches to movies form and linguistic treatments of grammar “-so that we are comparing the study of elements of movies form and their rules of combination (shot, sequence, continuity, editing or challenges thereto) with the study of elements of a given language and its rules (words, sentences, correct vs. incorrect usage) – we risk diminishing both movies study and out conception of language and its study” (Villarejo, 2007: 27)

According to Villarejo (2007:38), there are seven ways to analyze the cinematography based on anthropocentric taxonomy for describing distance that is using the human body as the reference point for each designation:

1. The extreme long shot (ELS), in which one can barely distinguish the human figure and environment;
2. The long shot (LS), in which humans are distinguishable but remain dwarfed by 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 in 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);
7. The extreme close up (ECU) in which we see a mere portion of the face (an eye, the lips).

From the point above, the researcher wants to analyze the *IT* movies from the cinematography side, the researcher also takes screenshots of every important scene, in taking of a screenshot of the important significant scene. In taking the screenshots, the researcher concerns that in every frame contains a closer relation to dissect out the problem then the researcher also combining with art of horror theory to complete the analysis.

1.7. Method of Research

This part of research contains the type of research, data source, data collection technique, data analysis technique, and paper organization

1.7.1. Type of Research

The researcher uses qualitative research to analyze the subject of the movies. According to Merriam-Webster Dictionary Online Version, “method is a systematic procedure, a technique, or mode of inquiry, employed by or proper to a particular discipline or art. This method can be described as a method of collecting data, in which the researcher searches data sources for the reference to gain the important sources that are required by the researcher. The sources from the libraries through books, journal, *pdf*, and other texts are needed by the researcher and related to the topic objects in which the researcher does not do any interviews but only gathers and observes data from some referential sources.

1.8. Data Sources

The research uses two sources, the primary and secondary data sources. The primary data are taken from *IT* movies. The unit data of it come from the movies descriptions (dialogs, scenes, and script) regarding to dissect out the plot structures of horror as seen in *IT* movies. The secondary data is chosen from the other data which contain

the information and ideas about the concepts that the researcher needs to analyze, and the data are also taken from books and internet (journals, e-books and other related sources).

1.9. Data Collection Technique

The data in this paper are chosen from dialogues, scenes and scripts based on the movies as a main source. The researcher uses several steps to explain the analysis of the data. The researcher employs qualitative analysis method to analyze the movies. The method is done by describing the data then explaining based on the theory applied. In data collecting technique, the researcher conducted some steps to analyze the data.

First, the researcher read the movies and collected the data then divided it into variables of this research taken from the movies related to the theory and problem statement, such as the indication Impurity of Horror from each element of Disgust, Repugnance, Nausea, Physical loathing, Shuddering, Revulsion, Abhorrence, Abomination based on the terror experience of protagonist character against the Monster “Pennywise The Clown”.

Second, the researcher read the meaning of the data deeply and intensively until the researcher got the meaning of the data deeply and intensively which is needed to analyze the meaning of the movie means that the researcher reads the movies scene by scene from the angle of actors, lightning and camera technique. Furthermore, the data from the movies are such intrinsic elements which contain theme, characters, characterization, plot, and setting.

Third, the researcher collected the data by screen-shooting the scene of the movies that then put it into the tables (using *Microsoft Excel*) and explained each frame of the movies. Fourth, the researcher divided the data from the movies into the table and the

picture from the movies based on each variable. Fifth, the researcher applied Art of Horror theory with the data found in *IT* movie.

1.10. Data Analysis Technique

In this study, the researcher uses the Art of Horror Theory by Noel Carrol. In Art of Horror Theory, the researcher took focus on identifying to classify threatening and impurity from protagonist. There are several steps to analyze the paper. First, the researcher read the movies and collected the frames and dialogues as the data of analysis. Then, the researcher divided them into 8 categories. These categories are to noting the experiences of disgust, repugnance, nausea, physical loathing, shuddering, revulsion, abhorrence and abomination. Last, the researcher applied the movies theory by forming a connection between the data and the theory. Then, the researcher made an analysis paragraph based on the evidences.

1.11. Paper Organization

This research paper consists of four chapters. The first chapter is about introduction which contains background of study, research question, objective of study, significance of the study, literary review, theoretical approach, methods of research, and paper organization. Second chapter contains about the intrinsic element of *IT* movies. Intrinsic elements include theme, character and characterization, plot, setting and summary of the movies. Third chapter is about the analysis. In this chapter, the researcher applies the theory of Art Horror by Noel Carrol and also movies theory by Amy Villarejo to analyze the structuring of art horror in *IT* movie, especially in 7 protagonist characters. The last chapter is conclusion and suggestion.

CHAPTER IV

CONCLUTION AND SUGGESTION

4.1. Conclusion

After analyzing all the element content of *IT* movies based on Noel Carrol's art of horror applied as main theory, moreover, the data on this research can be found from each category in the analysis. The writer's objective is to explain and to understand the structuring art horror in this movies. The research proves the plot structures in the horror genre in this movies. The researcher proves how the plotting structures in originate of horror genre that are called *complex discovery*.

By using the art of horror theory, the researcher use to elaborate the concept of *complex* discovery into four phasing in each of structure. First, is the one which is called *onset* which the monster firstly establishes his existence the phase to explain the appearances of the monster which is divided in two ways, *thriller* and *mystery*. The second phase is called *discovery*, which is where the monster already learned its existence by other characters or group on the movies. The third phase is called *confirmation*. This is the phase when the plan is already conducted as the existence of the monster convincing some other groups of the existence of the creature and of the proportions of the mortal group is near at hand. And the fourth is *confrontation*. The last phase is when humanity marches out to meet its monster and the confrontation generally takes the form of debacle.

4.2. Suggestion

The research is Structuring Art of Horror in IT movies that implies art of horror theory by Noel Carrol. although genre of horror is being a competent issue do discuss, it has so many interesting genres and subgenres, such as terror that is being one of theme in the movies. Despite of all the issue, the researcher suggests the future researcher who has interest to horror genre to analyze in other way more detailed and more sharpen to get an intention to horror movie onto the variety genre. Terror is the one of varieties that is also implied on horror movie that is being one of the major themes in research. The writer has an intention more about the future researcher to do analyzing terror by using Art of Horror theory by Noel Carrol.



References

- Abrams, M. H., & Geoffrey Galt Harpham. (2009). *A Glossary of Literary Terms*. (K. Judd, Ed.) Boston: Michael Rosenberg.
- Carrol, Noel. (1990). *The Philosophy of Horror or The Paradoxes of the Heart*. Great Briatrain, New York: Routledge.
- Nurgiyantoro, B. (2009). *Teori Pengkajian Flksi*. Yogyakarta: GAJAH MADA UNIVERSITY PRESS.
- Villarejo, A. (2007). *Film Studies The Basics*. USA: Routledge.



CURRICULUM VITAE



Name : Rofiqu Rahmat J
Address : Desa Kauman, Tamanan, Kec. Banguntapan Bantul
Email : synyster199495@gmail.com
Phone : 0895355615450
Sex : Male
Place/Date of Birth : Batam, 23 July 1995
Status : Single
Religion : Islam

FORMAL EDUCATION

- Elementary School/SDN Sapen 2001-2006
- Junior High School/SMP Muhammadiyah 4 yogyakarta 2006-2010
- Senior High School/MAN Yogyakarta 1 2010-2013
- Sunan Kalijaga State Islamic University/English Literature 2013-NOW

NON-FORMAL EDUCATION

- Member of ECC
- Member Forum Group Discussion SIUINSUKA-013

ORGANIZATION EXPERIENCES

- PMII Rayon Civil Community Fakultas Adab dan Ilmu Budaya periode 2014/2015
- Wakil Ketua Himpunan Mahasiswa Jurusan periode 2016/2017
- IKAMABSII (Ikatan Mahasiswa Bahasa Dan Sastra Inggris Indonesia)
- TONTI MANSA MAN Yk periode 2011/2012

