CHAPTER I

INTRODUCTION

1.1 Background of the Study

Literature is the reflection of the daily life, experience, social, culture, history and the people around us, included their behaviors, psychology or their attitudes. Everything that the author has felt, seen, heard or even experienced can be put into a literary work using the author’s creative imagination. Wellek and Warren (1949:3) say that literature is a creative action; an art. Aristotle said that literature is divided into three major genres, they are poetry, prose and drama. Each of them has their own characteristics. In this modern era, literature develops significantly, especially drama. Drama is not only an act on the stage, but in this era, it is done in a movie, soap opera and even it has transformed into an animation series that aired in television.

An animation series is categorized as a literary work because it has same elements, especially with drama. Waluyo (2008) divides the intrinsic elements of drama to six elements. They are plot, character, dialog, setting, theme and moral lesson. An animation series also has those elements, especially character, plot and setting, because character and setting shape up the event of a story (plot) (Culler, 1997). The only thing that distinguishes animation and drama is the animation doesn’t use a real person to act, but only a sequence of picture or puppets. In Oxford
advanced learner’s dictionary, “animation” is defined as the technique of photographing successive drawings or positions of puppets or models to create an illusion of movement when the film is shown as a sequence. Based on that idea, Conrad in Wijayanto (2009) says, “What I want to do with the help of written words is to make you hear and feel, and above all of them is to make you see.” Conrad means people are more interested watching scenes than reading a narration.

The word “animation” comes from Latin animātiō, "the act of bringing to life"; from animō ("to animate" or "give life to") and -ātiō ("the act of"). In the beginning, animation is something simple like drawing that can be found in paleolithic cave paintings, where animals are often depicted with multiple legs in superimposed positions, clearly attempting to convey the perception of motion, but now animation develops significantly. There are three kinds of animation based on how it is made; they are two dimensional animation (2D), three dimensional animation (3D) and clay animation (retrieved from www.zainalhakim.web.id).

2D animation is an animation that common people call “cartoon” which means a funny picture. 2D animation is also called cel animation or hand-drawn animation because the process used for this animated films using the individual frames from photographs of drawings, first drawn on paper. To create the illusion of movement, each drawing differs slightly from the one before it. Black Rock Shooter is one kind of 2D animation. Meanwhile, the 3D animation is also called computer generated image or CGI. CGI produces an animation which has 3D form and looks alive. The last is clay animation. Clay animation is made using a special frame for the character’s body and then this frame is covered using plasticsine that fit to the character’s shape.
Character in a literary works, as well as in the animation series, cannot be separated from the plot and setting. Based on that idea, character is became the main focus in this thesis. Oxford advanced learner’s dictionary (2000:208) defines character as a person or animal in a book, play or film. A character in a play, film and animation series has its own personality and psychological characteristics as well as the people in the real life. Peck (1984:79) says that character is the people in a play that can be assessed on the basis what they say and do, and what the other says about them.

Character is the reflection of a person or combination of several people in real life that has been seen or known by the writer of a literary work. As a living creature, person in the real life must have any needs that they have to fulfill in order to survive, as well as a character in a literary work which is a reflection of a person in real life. Concerning to that case, Abraham Maslow (1970) explained that human have biological needs that have to be fulfilled called hierarchy of needs. Those needs are divided into four aspects of needs; they are esteem, love and belonging, safety, physiological and as the goal is the self actualization. Those needs are portrayed by the two characters that become the focus of this thesis.

The unfulfilled needs lead to personality disorder as a form of distress. Personality disorder itself defined as a heterogeneous group of disorders defined by problems with forming a stably positive sense of self and with sustaining close and constructive relationships. (Kring & Johnson et al., 2012:466). People with personality disorders experience difficulties with their identity and their relationships in multiple domains of life, and these problems are sustained for years. The symptoms of personality disorders are pervasive and persistent. The problematic
patterns are manifested in at least two of the following areas: cognitions, emotions, relationship and impulse control. The character Kagari Izuriha got an accident when she was child that makes her suffer dependency and character Yomi Takanashi has complex relationship problem that makes her suffer borderline. Based on this problem, personality disorder becomes the analysis of this thesis.

Black Rock Shooter is eight episodes Japanese animation series directed by Shinobu Yoshioka and written by Mari Okada. This animation tells us about a girl named Mato Kuroi, who befriends with another girl, Yomi Takanashi, when she enters the junior high school school. Yomi Takanashi is also has a childhood friend named Kagari Izuriha. Kagari’s attitude is really bad. She really hates Mato Kuroi because she tries to befriend with Yomi. She does many extreme actions in order to prevent Mako and Yomi become friend. Kagari doesn’t want Yomi befriend with other people because she thinks Yomi doesn’t need anyone except her. Soon after that, Kagari recovered from her disorder and enrolled to the same school as Yomi and Mato, but unfortunately, after that, Yomi start showing the sign of disorder because she thinks Kagari ignores her and doesn’t want to become her friend anymore after she got new friends in school and Mato, whom she thinks as her best friend, has another close friend since childhood. Friendship between Mato and her other friends two things makes her feel being left behind and worthless. There are two settings of world in this animation; the reality and another world. Each of girls has their own personality embodiment which live in the another world. Black Rock Shooter is the name of the embodiment owned by Mato Kuroi. She soon faces personal troubles and the influence caused by another world where Black Rock
Shooter fights other girls. The writer chooses only episode one until episode five of this series where Kagari Izuriha and Yomi Takanashi take part.

The writer decided to analyze the personality disorder from two characters of Black Rock Shooter because these two characters, Kagari Izuriha and Yomi Takanashi have the most complex and sustainable problem than another characters in the story. Those two characters, Kagari and Yomi, portrayed the personality disorder as the form of unfulfilled needs and it is portrayed in the episode one until episode five. The main reason why does Black Rock Shooter animation series is chosen as a source of data because this animation series presents the complexity of human relationship, especially teenager while building a friendship with other people that is showed by the two characters; Kagari Izuriha and Yomi Takanashi when the main character, Mato Kuroi tries to befriend with them. That’s why this animation becomes unique and interesting to be analyzed. And the reason why does the writer chose this topic because as the same human being, we have to make social interaction to another people and it is hoped that this thesis can help to understand the characterizations and attitudes of other people in order to build up a relationship.

1.2 Problem of the Study

There are several problems that would be analyzed, those are:

1. How is the personality disorder portrayed from the two characters Kagari and Yomi in *Black Rock Shooter*?
2. What is the cause of the personality disorder that suffered by the two characters, Kagari and Yomi in *Black Rock Shooter*?

1.3 **Objective of the Study**

In this research, the writer intends to find out that there are objectives based on the problem that has been decided:

1. To find out personality disorder that portrayed by the two characters, Kagari and Yomi in *Black Rock Shooter*.

2. To find the cause of personality disorder that suffered by the two characters, Kagari and Yomi in *Black Rock Shooter*.

1.4 **Scope of the Study**

It is important for the writer to limit the analysis to concentrate on the specific object that has been chosen in order to get the best result on it. This research limits only on analyzing the personality disorder from the two characters that have the most complex problem, Kagari Izuriha and Yomi Takanashi when Mato Kuroi tries to befriend with them in episode one until episode five.
1.5 Significance of the Study

This study is really expected that it can achieve some significance, such as:

1. To help the readers understand about the personality disorder that portrayed by the two characters that found in the story.

2. To show that the story of an animation film isn’t always just a simple thing and not only as the kid’s favorite show, but also can be analyzed scientifically.

3. To be a reference for the students who learn psycho-literature in understanding about personality disorder.