

CHAPTER 1

INTRODUCTION

This chapter presents the introduction to the research. This chapter consists of five sections. The first section contains an explanation of the background of the research, previous research, and differences from previous research. The second section is the problem formulation, which includes the questions that underlie this research. The third section is the purpose of the research, which includes the main objectives of this research. The fourth section is the significance of the research, containing the benefits or advantages of this research. The last section is the definition of key terms, which contains the main keys in this research.

1.1 Background of The Research

According to Reaske (1966:30) drama is a work of literature or a composition which describes life and human activity by means of presenting various and dialogues between a group of characters. Drama is an art that depicts human nature and attitudes and must be giving birth to human will through action and behavior. Drama series are one of four types of drama built from a story that is packaged dramatically. The story continues for weeks, months or even years and usually broadcast via television media. Drama series are similar to novels where the story is revealed chapter by chapter over many pages then completed in just a few paragraphs or pages such as an essay or story short (Fossard, 2005). Drama series also highlight dialogue or conversations as well as the movements of actors who act based on scenarios. Based on the definition above, the author can conclude that drama is an art form that explores conflict which generally takes the form of a story presented to the audience through dialogue and the actions of a group of characters.

Through scenario visualization, the audience does not need to use their imagination to imagine every scene that occurs like when reading a novel, then in analyzing the drama it is also necessary to have intrinsic elements.

There are intrinsic elements in a drama, especially discussing plot and character. Plot is the flow or path of the story. Plot is a story line or framework from beginning to end which is a conflict between two characters opposite (Waluyo, 2002: 8). Gustaf Freytag provided more plot elements complete includes the following things: (1) exposition or initial description, namely character introduction; (2) initial complications or disputes; (3) climax or breaking point story; (4) resolution or completion or falling action; (5) catas-trophe or denouncement or decision (Waluyo, 2002: 8-11). That characters are people who appear in a work narrative or drama that the reader interprets have certain moral qualities and inclinations as expressed in speech and what is carried out in action.

Stranger Things is one of the drama series that has received a record number of viewers on Netflix, and was praised by critics for its characterization, atmosphere, acting, soundtrack, directing, and writing. *Stranger Things* is a popular television series created by The Duffer Brothers. It is a science fiction and fantasy series that first premiered on Netflix in 2016. The show is set in the 1980s in the fictional town of Hawkins, Indiana. *Stranger Things* received critical acclaim for its nostalgic references to the 1980s, its engaging storytelling, and its talented ensemble cast. It has gained a huge fan base globally. The series was praised for its blend of horror, adventure, drama and humor. Currently, *Stranger Things* has released four seasons, and is currently starting production on season 5 which will

be released in 2024-2025. Each season consists of several episodes that continue the ongoing storyline and delve deeper into the mystery of the Upside Down and the lives of its characters. The number of Hawkins' teenage characters also increases; Eleven, Mike, Dustin, Will, and Lucas are joined by Max, Eddie, and Lucas' little sister Erica, who has become a fan favorite. The cast of *Stranger Things* season 4 continues to introduce more and more new characters, from allies to antagonists and other figures who populate the world of this story.

Semiotics comes from the Greek "Semeion", which means sign. Semiotics is the science that studies signs. In Zoest's view, everything that can be observed or made observable can be called a sign. And signs are not limited to objects (Zoest, 1993:18). The word semiotics is derived from English, namely semiotics. Another name for semiotics is semiology. Both have the same meaning, namely as the science of signs. Both semiotics and semiology come from the Greek word semeion, which means sign. Terminologically, semiotics can be defined as a science that studies a wide range of objects and events throughout culture as signs (Sobur, 2001). The semiotics theory used is Charles Sanders Peirce's theory. So, according to Sobur, Semiotics is a science that studies the signs in a cultural event.

According to Peirce, signs not as a structure, but as a process of meaning carried out uses three stages (triadic) or semiosis stages (Hoed, 2001: 139-166). Three stages this is the first stage, the application of representation (R) is outside the sign directly related to humans. The second stage, appointment of representative object (O) is the user of the sign. And the third stage, further interpretation by the user of the sign namely interpretant (i). Representamen or sign is a sign that is

physical and sensory in nature. Objects are signs that are distinct but continuous and not always characteristic sensory. And interpretant is the interpretation or meaning of a sign. So, in Peirce's triadic model of semiotics, representamen functions as an intermediary between real world objects and interpretants that appear in the minds of individuals who observe or experience the representamen. This model highlights the complex relationship between signs, reality, and meaning created by semiotic processes. Representamen is divided into 3, namely Qualisign, Sinsign and Legisign. Objects are divided into 3, namely Icon, Index and Symbol, and interpretant is divided into 3, namely Rheme, Decisign and Argument. The topic that will be discussed using Charles Sanders Peirce's semiotic theory is violence.

There are two types of violence according to *Kompas* (1993) in Paul's research Joseph I. R (1996: 37), namely verbal and nonverbal violence. Verbal violence is violence in the form of words, the category of verbal violence includes swearing, teasing, insults and all words that cause the other person to talk offended, emotional and angry. Meanwhile, nonverbal violence is violence through body language, actions, intonation and speed of voice. According to Alzoubi (2021) verbal violence is verbal violence which is done by threatening, insulting and degrading someone. It can be interpreted that verbal violence is verbal violence carried out by threatening, humiliating. This can cause anger, frustration, sadness, fear, and blame yourself. Then, supported by the opinion of Moglia (2015) "the use of degrading negative vocabulary to hurt others is a type of verbal abuse that is manipulative and contains hidden aggression". It can be interpreted that the use

derogatory negative vocabulary to hurt others including a type of verbal violence that is manipulative and contains hidden aggression.

According to Titik Lestari (2016), perpetrators of verbal violence (verbal abuse) continuously insulting, threatening and saying inappropriate things to the victim, or the perpetrators never and do not want to admit their strengths (physical or non-physical) owned by the victim, resulting in fear, loss of self-confidence, and loss of ability to act so that verbal violence (verbal abuse) has a big impact on trust self. And supported by Hakim's opinion (2005) One of the factors affecting self-confidence (2005) is verbal abuse. In Huraerah (2012) says that verbal violence is an action what someone does in the form of scolding, cursing, nagging and shouting excessively, including using inappropriate words towards someone.

The unique forms of violence found in film can increase income greatly profitable, this is because violence is considered beautiful and capable of creating sensations enjoyment (Haryatmoko, 2007, p. 124). Violence shows that have an impact on carrying out acts of violence completely ignoring other aspects, such as educational aspects or the resulting trauma effects. The effects of this trauma can affect a person's way of thinking and behavior. As a result, the audience witnessed violent scenes the person becomes dull and loses sensitivity to the violence that occurs in the scene. By including elements of violence in a film, it will make the audience think the violence scene is just one of the dressings to make the film interesting (Haryatmoko, 2007, p. 121). This can be found in the scenes and dialogue of the Stranger Things season 4 series.

The research is based on four kinds of research with the same subject, but a different focus on the object that had been done before. The first including Alfian Asyraq Pauzan (2018) titled “A Semiotic Analysis of the John Wick 1 Film Using Charles Sanders Peirce’s Semiotic Theory”. The research was a descriptive qualitative method using a semiotic theory advocated by Peirce as its theoretical framework. The data for this study were collected from the John Wick 1 film using note taking as its main research instrument. The findings show that there are nine types of signs found in films, namely qualisign, sinsign, lesign, icon, index, symbol, rheme, decisign and argument. The results of the analysis reveal that the meaning of the three sign elements can indeed be interpreted using Peirce's semiotic theory.

The second research by Ade Masduki (2017) titled “Semiotics Analysis on European Horror Movie Posters”. In this research, researchers focus this research on the semiotics elements using Peirce’s theory and the meanings of visuals on European horror movie posters using Fagerholm’s theory. Ground is something that is interpretable such as pictures and colors on the poster, Object is anything discussable such as a tagline on the posters, and Interpretant is something that comes to the reader’s mind that is related to ground and object.

The third research by Ulfa Muazzomah (2020). The title is “Semiotic Analysis on Joker Movie Poster Advertisement”. This research aims to identify the semiotic signs and interpretation of the signs contained in the Joker Poster advertisement. This research is descriptive qualitative in the form of document analysis. The data used by researchers is ten posters. Every sign can be found in an advertising poster and will be identified and classified into three types of signs,

namely index, icon, and symbol. Then, each sign will be analyzed and its meaning explained according to a process called the semiosis/triadic model. The results of this research show that every advertisement contains signs semiotics such as icon, index and symbol. There are 14 icon, 12 index, and 42 symbol. Symbol are used more than index and icon. Text provided as a symbol in most of these Joker posters. Apart from that, researchers too found that posters (icons) can be the first aspect that can be provide direction of meaning, then the language eused in advertising.

The last research by Nuraisyah (2016). The title is “Semiotics on Posters of Harry Potter”. She explored the Peirce’s triadic relation of sign in poster movie Harry Potter. That research is analyze the thriller movie genre contained in the movie Harry Potter. This research uses a qualitative approach and applies document analysis because this study focuses on identifying signs found in the poster for the film Harry Potter and the Deathly Hallows. This research uses the connotative meaning theory proposed by Chandler (2002) and also Peirce (1982) classification theory of sign forms. The results of this research found that the function of the signs on each film poster is as an illustration as well as a guide to the storyline throughout the film. Furthermore, the color scheme used in film posters functions to establish genre and theme. The connotations formed by the posters in this film depict the battle between good and evil characters and also death. The author suggests that future researchers can fulfill the limitations of this research by carrying out further research.

After reading previous research on Peirce's semiotics and verbal violence, the researcher believes that verbal violence is a type of violence that involves

emotions. Verbal violence, for example, when someone uses their words to attack, dominate, ridicule, manipulate and insult other people and affects that person's mental health. So, this research deserves to be followed up to analyze objects in the form of films and series, but it is still different from other research in terms of title, author and series content contained in *Stranger Things* season 4 series by The Duffer. Brothers and sisters. What differentiates this research from previous research is that this research applies Peirce's theory by describing every aspect of the object under study using Peirce's triadic model theory to produce the meaning of representamen, object and interpretant of violence. Meanwhile, previous research was used to study objects using some of Peirce's theory or other semiotic theories. There are also differences in the object of research, the object of research is violence in the *Stranger Things* season 4 series, while the objects of previous research were perfume advertisements, European Horror Film Posters, and the film *John Wick*. Then another difference is that the object of this research and Netflix is an interesting medium that provides many film series that are liked by many people, especially teenagers.

1.2 Statement of the Problem

Although interest in analyzing elements of verbal and non-verbal violence using Peirce's semiotic theory is increasing. There is still a gap in understanding how the element of violence is used, especially using Peirce's understanding of semiotics. *Stranger Things* season 4 by the Duffer Brothers, needs to be analyzed more broadly on how Peirce's semiotics relates to violence and its relationship to literature. This study aims to fill this gap by examining the interaction between

violence and Peirce's semiotic theory of representamen, object and interpretant, and aims to explore how acts of verbal violence support this theory. Based on the problems above, the researcher determined two questions which were the main focus of this research:

1. How the triadic relation of verbal violence is described in the *Stranger Things* season 4 series?
2. What are the meanings contained in the triadic relation of the violence in the *Stranger Things* season 4 series?

1.3 Research Purpose

Based on the research questions above, the purpose of this research are:

1. To analyze the triadic relation of verbal violence in the *Stranger Things* season 4 series.
2. To analyze the meanings contained in the triadic relation of the violence in the *Stranger Things* season 4 series.

1.4 Research Significance

Theoretically, the results of this research are expected to provide additional knowledge regarding the elements of violence by using Peirce's triadic semiotic theory model by referring to three signs, namely representamen/sign, object, and interpretant in the drama series *Stranger Things*. Research is generally aimed at students of English-language literature, other readers, and researchers. Researchers are expected to be able to provide influence and add to comprehensive literary studies, especially regarding the semiotic signs represented by the literary work or series. Researchers also want to share

knowledge about how the semiotic signs of violence are represented in the *Stranger Things* season 4 series. Through a deep understanding of these theories, we can explore hidden meanings in each scene, so that we can contribute more critical thinking to the problems in this research.

Practically, I hope this research is useful for readers to increase their knowledge regarding the analysis of literary works like this series because no previous researcher has discussed this matter. Apart from that, it is hoped that it can make readers interested in literary works, especially serials. It is hoped that this research can contribute to further research and can be a trigger for other researchers to think critically and creatively. Practically, this research can inform about violence acts that should not be carried out.

1.5 Definition of Key Terms

To clarify the key terms that being used in this research, some definition put forward:

- A. Semiotics: is a diverse field that includes types of signs conveyed through various media and channels, socially regulated sign systems, and from the conditions of significations or the making of the meanings from signs. (Prior, 2014: 2)
- B. Representamen: Representation is a sign or symbol used to represent certain objects or things. This representation can be in the form of words, images, or other forms of signs that are related to the object. For example, in the sentence "sun" is a representation of a real object in the sky that provides light and heat.

- C. Object: Object are real world entities or phenomena represented by representations. This is what actually exists in the world, independent of whether there is representation or not. In the previous example, the object is the sun itself in the sky.
- D. Interpretant: interpretant is the result of an interpretation or understanding of a representation carried out by someone. This includes the meaning or impression that is understood or produced by the individual who experiences or uses the representation. In other words, interpretant is a subjective understanding that is formed in someone's mind after seeing or using certain representations.
- E. Drama Series: are one of four types of drama built from a story that is packaged dramatically. The story continues for weeks, months or even years and usually broadcast via television media. Drama series feature dialogue or conversation as well as the movements of the actors acting based on scenarios. (Fossard, 2005: 28)
- F. Violence: verbal violence is violence that involves emotions. Verbal violence, for example, when someone uses their words to attack, dominate, ridicule, manipulate and insult other people and affects that person's mental health.