

CHAPTER I

INTRODUCTION

1.1 Background of the Research

Star Wars: The Force Awakens, directed by J.J Abrams and written by Lawrence Kasdan and Michael Arndt, was released on December 18, 2015. It has a runtime of 136 minutes and is produced by Walt Disney Pictures. There are a total of 19 *Star Wars* series, each with its own set of variations.

Star Wars depicts a sophisticated future as well as a past in which many people still dwell in the desert. Lightsaber is another *Star Wars* attribute. One of the film's social issues is the prevalence of social disparity, which may be seen in their clothes or costumes, which is one feature that can be regarded vital in a literary work in the form of a film. The class inequality in this film is evident in the attire worn by the main characters, the majority of whom are descendants of royalty or important people. Other common people's attire, on the other hand, appear shabby and unprofessional. Only offspring of lords or prominent individuals have the ability to wear decent, clean, and dashing attire in the shape of robes or clean brown cloth, demonstrating social inequality.

Afterwards, the researcher started watching the film *Star Wars: The Force Awakens*, this film which also presents problems related to social and sociocultural issues. Even though the film chosen as the object has been seen earlier, it makes it easier for researcher to evaluate whether it is appropriate for this research. Because certain films deliver moral themes in a unique way and can teach us things in a delightful way, just like Horace said, which claims that the primary purpose of literary works is to instruct and please, or a well-known concept, *Utile et Dulce*. Horace's theory states that all literary works should be both informative and pleasurable (Nurrachman, 2017). The moral value people derive from a film can be seen in the characterization of a character in the film. For example, when a character is confronted with a problem or difficult situation, for example, social prestige or discrimination, the way they deal with

these issues will be a way for them to convey their own moral message. Characters can also communicate moral messages through their words.

The purpose of this study is to examine the characterization in presenting the characters in the film *Star Wars: The Force Awakens* and to relate it to one of the film's social phenomenon and sociocultural issues, such as the social gap that is evident in the characters' appearance through the clothes they wear and the places they lived. In a film, exposing socioeconomic inequality or analyzing sociocultural concerns is unquestionably crucial. The film can also be beneficial since it teaches moral lessons that viewers of the film themselves can accept. The film must have a moral message that the audience can understand, regardless of the genre. Therefore, it is crucial to look at the social phenomena that exist in both the actual world and in films. This research examined how *Star Wars: The Force Awakens* characters can be used to analyze sociocultural and sociological issues. Sci-fi films are also used by researcher to demonstrate the reality of social phenomena and sociocultural values as well as how people can comprehend their origins and modes of manifestation. For the characterizations theory, the researcher use Albertine Minderop's characterizations theory. In this film, one of social phenomenon such as societal disparity it's evident that significant characters like Rey Skywalker and Kylo Ren both wield the iconic *Star Wars* Lightsaber and wear belts and boots. Totally different from The Junkers, they are a living group made up of people of the planet Lotho Minor, their garments are worn and filthy, they scavenge the caustic surfaces of their destroyed homeworld for discarded cybernetics to upgrade their bodies, having formed hybrids of diverse organic species and mechanical trash.

Star Wars continues to deliver more memorable, magnificent images than most previous American films, especially when it comes to an easily accessible medium like costume design. The *Star Wars* costume designs are magnificent, and they were a big part of the audience's immersion. Because George Lucas worked so hard on the costumes, they were remembered by the audience. He also did his best to describe the costumes to designers who were unfamiliar with the *Star Wars* universe. The clothes for the characters were designed by George to

be unique and to assist tell the story of each character's individuality. The average spectator has no idea what the space-fighting miniatures or lightsaber glows are all about; they just take them in. Some of the Jedi's costumes were inspired by Japanese culture, particularly the Jedi light sabers, which were inspired by samurai swords. The sword was known as the soul of the samurai in samurai culture, and the Jedi knights were given the same meaning and concept. Darth Vader's helmets were also strongly inspired by samurai culture in terms of costuming. The universe of the film contains a diverse assortment of planet types, governmental ranks, and factions, each with its own set of motivations and influences. Characters, iconography, and waves throughout industries created by the designers behind *Star Wars* clothes influence how people think about each other as individuals.

The reason why the researcher chose *Star Wars: The Force Awakens* as the object for this research is because this film has potential compared to others *Star Wars*' sequels, people get treated to spectacle for their senses with the iconic J.J. Abrams sound design upgraded visual effects. The researcher chose this sequel because, the researcher believes that this sequel portrays so many social issues and also the researcher trying to analyze the characterizations throughout the dialogue, action and appearance. As a result, the researcher use Albertine Minderop's characterization theory, namely characterizations through direct and indirect methods, to examine the social phenomenon also the sociocultural value in this film.

Everything generated by people with their thoughts and conscience for and/or in social life is referred to as sociocultural. In other words, humans create objects that are intended for social life based on their minds and thoughts. Literary works are created in a society that already has traditions, norms, conventions, beliefs, perspectives on life, methods of life, ways of thinking, aesthetic perspectives, and other sorts of empowerment. Literature can be regarded an important part of the creators' social lives. People's need for the legitimacy of their social life, or to be more exact, one of the sorts of legitimacy of their existence, leads to the creation of literature in this context. Although this may not be totally

justified in today's world, this event appears to have had a huge impact on people's lives during the time, as proven by several classic works. Literature that emerges from a culture will, in many ways, represent the state of that society's social phenomenon and socio-cultural existence.

As a work of imaginative fiction depicting diverse human and human problems, problems of human life in their interactions with the environment and others, dramatizing many forms of human connections based on the author's life experiences and observations, it provides models for life. The creation of a fictitious world's model of life is almost certainly based on a real-world model. To put it another way, the literary world's life model is a reflection of the real-world model of life, complete with the social lives of its inhabitants. Fiction literature becomes significant as a tool of knowing and understanding the social situations of the people who are the models because it contains and offers models of life. In other words, literary works can be used to promote inter-power understanding.

Literature is quickly expanding in the current period of modernization. Observing the rapid advancement of technology and how it affects the world of literature. The transformation of literary texts into film form has been going on for decades. Films based on literary works such as novels or collections of stories have had a lot of success, notably in terms of audience numbers and public acclaim. Film, in general, is a new way for people to enjoy new works of art while also taking advantage of ever-improving technology. Film was born in the 18th century, during the European industrial revolution, when classic novels were distributed across the continent sharing stories of life. Film, which at the time arose as a new means to enjoy the story of life that had previously been told through books, short stories, poetry, and other forms of media.

Film is a sophisticated art form and a one-of-a-kind vehicle of communication, with an impact on people from all walks of life. Films aren't just a great way to pass the time; they also give you a sense of being there in a world that you can't get anywhere else, a world that is unreal. Films can elicit strong emotions and involve viewers immediately and clearly with the "out there" world as well as other people's lives. The audience is taken out of their daily life and

transported to another realm when they watch films. Audiences become engrossed in the lives of imaginary characters, their thoughts begin to form ideas on historical events depicted in the film, and they remain enthralled by the creative mix. Audiences become absorbed in the lives of imaginary characters, their minds begin to form ideas on historical events depicted in the film, and they are enthralled by the aesthetic use of color, light, and sound.

Film plays an essential part in mass communication as a method for conveying messages to the public. The message's impact can be favorable or harmful. Many people are easily able to catch the message of a film. However, many people face difficulties in this field. Furthermore, some who merely watch for the sake of amusement. Many individuals criticize those who examine the film because they believe it is a waste of time and that the film is not enjoyable at all. This is not incorrect, because everyone has the right to choose how she/he will digest a film in their own unique way, such as enjoying a film without truly considering the meaning of the message behind it.

However, it would be incorrect to assume that studying a film prevents one from enjoying it. Films may convey information, educate, and even inspire us if people are prepared to try to understand, interpret, and open our minds to them. Moral messages in films are a reflection of reality. For example, when people try to understand a film's plot, people frequently look for parallels or similarities between ourselves and the characters in the film, and people sort out the characters' right and wrong attitudes and acts. The moral themes in the film might then assist us in dealing with a variety of social issues, particularly personal concerns in life. These messages teach us important truths that audiences can apply in our daily lives.

The researcher chose the title Social Phenomenon and Sociocultural Aspects in J.J Abrams' *Star Wars: The Force Awakens* to evaluate the social phenomenon such as social issues and also sociocultural value displayed through characterizations in the film *Star Wars: The Force Awakens* based on the preceding explanation.

1.2 Statement of Problem

Based on the explanation of background study and scope of the study above, the researcher formulates the problems as follows:

- 1) How are the social phenomenon aspects described through characterizations in this film?
- 2) How does the sociocultural aspect play a role in this film?

1.3 Research Objective

According to the problems statements, the main objectives in this research as follows:

- 1) To analyze how characterizations described the social phenomenon aspects in this film.
- 2) To analyze how the sociocultural roles in this film.

1.4 Research Significance

In fact, this study has a number of significance:

- 1) Theoretically, it is expected that this study will serve as a useful resource for understanding the films' content and how characterization theory applies to this study. This study is also hoped to be studied by students, professors, and those who are interested in the film.
- 2) Practically, it is hoped that the research can be used as a reference for students who are interested in analyzing this or other films; it can also be used by lecturers who use the research as a supporting source for teaching; and it is hoped that this research can be used by other people who enjoy films as a reading material to truly understand the film.

1.5 Definition of Key Terms

In order to clarify the key terms in this research, some definitions are put forward:

Social Phenomenon: All behaviors or trends that occur within a society, which can be undertaken by some or all members and have a definite effect or consequence, are referred to as social phenomena.

Sociocultural: Sociocultural is a phrase that refers to social and cultural characteristics, and it refers to a demographic group's shared traditions, habits, routines, and beliefs. The phrase is most commonly used in sociological and

commercial contexts, and it refers to the most important factors that influence how individuals make decisions in society.

Characterizations: A writer's strategies for revealing a character's ideals, feelings, objectives, and so on to readers are known as characterizations. A writer can use either direct or indirect characterization to reveal a character's characteristics.

Star Wars: The Force Awakens: J.J. Abrams' film, directed by him and written by Lawrence Kasdan and Michael Arndt, was released. Walt Disney Pictures produced the film, which has a duration of 136 minutes. There are 19 Star Wars series in all, each with their unique set of modifications. *The Force Awakens* begins 30 years after the second Death Star exploded, killing Emperor Palpatine and his apprentice, Darth Vader, and bringing the Galactic Empire to its knees. During this period, the First Order has emerged to take its place.

