

# **CHAPTER I**

## **INTRODUCTION**

This chapter provides information about Background of Research, Statement of Problem, Research Objective, and Research Significance, Conceptual Framework, Previous Study, Definition of Key Terms.

### **1.1. Research Background**

There are many kinds of literature such as movie, novel, drama and poetry. Some movies have trilogy elements that are related to one another. The movie is a moving image, the movements are referred to as intermittent movements, movements that arise only because of the limited ability of the human eye and brain to capture several image changes in a fraction of a second. The development of movies over time has undergone significant transformations in many aspects, from early experiments to becoming a global entertainment industry, including production technology, storytelling styles, genres, and influential cultural influences today. The history of movies goes back to the prehistory of cinema, before the 1880s, before modern movies, there were many forms of visual entertainment such as shadows and optical games. However, there was no camera technology to record and play moving images. The prehistory of cinema refers to the time before modern cinema, which began in the late 19th century. During this time, there was no modern technology such as camcorders or projectors that we know today.

However, several important developments laid the foundation for the development of modern cinema. According to Oktaviani (2019: 2) The development of movies over time has increasingly received a positive response from the audience. then moved into the early experimental era of 1880 - 1890. In the late 19th century, inventors such as Thomas Edison and George Méliès began developing cameras and projection techniques to record and reproduce moving images. In 1895, the first movie was shown in public Paris, and as early as 1900-1920, the beginning of the 20<sup>th</sup> century

the movie industry began to flourish. Silent movies became popular with films such as *The Birth of a Nation* (1915) and *Intolerance* (1916). During this period, Hollywood became the central of the film industry. then continued to develop sound in the late 1920s. Sound technology in film, known as sound film, came into use in the late 1920s with the 1927 film *The Jazz Singer* being one of the first great sound films. Then World War II affected film production, but after the war the film industry experienced a renaissance with the advent of colour technology and screen formats as wide as Cinema Scope.

As time passed, the modern era was born in 1960 - 1970. This period saw the development of visual and narrative experimentation in cinema, such as the *Nouvelle Vague* movement in France and independence cinema in America. Then the digital era 1980-1990 The advent of digital technology changed the way movies were produced, edited and distributed. After passing through several periods in the 21st century from 2000 to the movie that is the object of research 2008, digital technology continues to play an important role in film production. Studies of movie can be said to be a relatively new field of study and is not comparable to the process of technological evolution (Mudjiono, 2011: 2). Superhero movies like the *Marvel Cinematic Universe*, *The Dark Knight* trilogy became dominant, and online streaming changed the way we consume and enjoy movies. The movie can send messages with many purposes, some for entertainment, moral messages, education, and information. Audio-visually, movies work well together in making the audience less bored and more memorable because the format in them is interesting. Movie has its own artistic value, because movie is created as the work of creative professionals who are professionals in their fields. Movie as an object of art should be assessed artistically, not rationally (Mudjiono, 2011: 10).

Genre in movie refers to genres or types of movies that shares similar characteristics, styles, themes, and narrative elements. Genres help viewers and filmmakers categorize and understand films based on

similarities in several factors. Some examples of movie genres include action movies, which feature a lot of chases, fights, and daring stunts. They usually have strong protagonists and powerful enemies. Then dramas, focusing on character development and emotional conflict. They often explore stories about everyday life and relationships between characters. The humor genre, meant to amuse and entertain the audience. Humor and funny situations are the main elements. romance genre, focuses on stories about love between the main characters. They often depict the emotional journey of a relationship. and one of the movie genres that the researcher focuses on is the fantasy genre, focusing on magical or fantasy elements, often set in a created world or different from the real world.

The works in this genre often present worlds, characters, or events that are far from reality and allow readers or viewers to escape from the real world into a world of imagination. Talking about products in the world of popular culture, there are many interesting works and products, one of which is film because popular culture itself is a culture in the form of commercial works and activities created by industrial society, then interpreting the meanings and results expressed in a culture that presents itself dominantly and is supported by technological advances, mass produced and reproduced, with the aim of being more accessible to all groups of society. Cultural products provide flexibility that is easily understood by everyone, even people with low social status can easily apply it in their life activities (Rahardjo, 2016: 8).

Basically, fantasy is the biggest genre that has many subgenres. In essence, anything that can't happen in the real world can be considered a work of imager. In general, fantasy in movies makes it possible to contain fictitious imagination that cannot be accepted by reason. Fantasy is an imaginative story that tell about a series of events related to other events where the character's behavior does not exist in real life and is the result of the author's imagination (Yuliatin, 2019: 2). On the one hand, the audience gets new things that have never been thought of before. The greater the

imagination of the filmmaker, the stronger the movie will be because fantasy movies contain elements that have different characteristics from other movies. When a fantasy movie has elements in its filmmaking, it is called a fantasy movie. The visible elements or components come from the narrative and cinematic elements of movie production, which include story ideas, characters, and settings in a movie. These three elements form a fantasy and imaginative movie.

The fantasy movie does not have to fulfill the criteria of all fictional and imaginative elements, but if a movie has components that are fictional and imaginative, it can be called a fantasy movie. According to (Biosa, 2018: 3) Fantasy is packaged with a blend of reality with an image of wishful thinking. Fantasy stories are also considered stories that are detached from reality or unrealistic. Some people find that watching fantasy movies can lead to adventures that most people can't even imagine. Indirectly fantasy provides an imaginative and creative way to people who watch it and creates openness to new experiences. In essence, fantasy is a story or something that can't happen in the real world (Pratama, 2021: 5). Examples of popular literary works that have thrived in recent years due to major movie productions of such titles are the *Harry Potter series* by J.K. Rowling, *The Dark Knight trilogy* by Christopher Nolan, and *The Lord of the Rings* by Peter Jackson. The fantasy genre ranks top among other genres, showing that people are passionate about fantasy adventures.

In the fantasy story, Batman as the Dark Knight is a superhero trilogy film that is a sequel to Christopher Nolan's *Batman Begins Trilogy* in 2005, *The Dark Knight* in 2008, and *The Dark Knight Rises* in 2012. Artistic and creative treats are contained in Nolan's work. the dark knight trilogy certainly garnered a lot of praise for its mature tone and theme as well as a visualization style that spoiled the public's eyes because of its attractive appearance. Batman, originally known as Bat-Man, is a fictional superhero designed by artist Bob Kane and writer Bill Finger and published by DC Comics. The character first appeared in Detective Comics. He is also

known by his nicknames, many of which include The Dark Knight, The World's Greatest Detective or simply The Bat. According to Vollum and Adkinson (2003: 6) Inspired by a bat flying through his window, he decided to become a bat, a creature of the night, The Batman. There are several things that are very interesting when the audience sees the Batman character. The first reason is that the character of Batman is a superhero with real human strength not superpowers like Superman or Spiderman, yet equipped with a variety of advanced tools that allow him to do things that ordinary people cannot do. Batman's equipment ranges from bulletproof capes to fast cars with modern weapons and cool motorcycles. All these tools make the mysterious Batman character behind the black mask so popular with many people today.

The Dark Knight Trilogy is a very unique superhero movie directed by Christopher Nolan and focuses on the Batman character in the DC Comics Universe. One of the main features of the trilogy is its much darker and realistic approach than many other superhero films. Some of the unique features of the trilogy include the theme of darkness and destruction, Nolan takes Batman into a darker and more realistic world. Nolan's reasons for creating a trilogy in his movies is to reboot the Batman franchise, to tell a complete story, to explore themes of justice and morality, to challenge himself as a filmmaker.

Technological authenticity, the trilogy emphasizes realistic technology more than many other superhero movies. For example, the Bat suit and Bat mobile are designed in a way that allows for technology that exists in the real world. This gives the impression that Batman is a trained human being and not a superhero with extraordinary physical powers. There are no superpowers, unlike many other superheroes with superpowers or extraordinary abilities, Batman is an ordinary human being with high fighting, investigative and intelligence skills. That makes him more relatable to the audience, who can empathize with his character.

The problem focused on in this study by the researcher is the representation of fantasy adventures drawn from various variable elements of supporting literature contained in Christopher Nolan's The Dark Knight trilogy, one of which is realistic characters, which of course from the view of the audience can feel the atmosphere that can be found in real life such as the devices used by the main characters in the film. settings that describe the atmosphere and places that can be found or cannot be reached in the realm of human life in general. These two things problems that become the central point of researchers and discussions in research compiled with the object study of The Dark Knight trilogy by Christopher Nolan.

Based on the background above, it can be concluded that a fantasy movie is a screen that actually becomes a shield barrier for a person to meet and feel with the real world. Basically, fantasy as described specifically that the underlying fantasy that provides the basic coordination of one's ability to desire, will never be subdued and suppressed to function. Viewers also learn the importance of maintaining our sense of wonder at the extraordinary things that happen in fantasy movies. From the point of view of the audience's interest in enjoying the movie they get an imaginary situation as a satisfaction in their lives.

This research aims to prove and analyze the Fantasy Adventure formula in Christopher Nolan's The Dark Knight film trilogy based on John G. Cawelti's theory Because nowadays the fantasy genre is a very popular genre and many people like it. The Dark Knight trilogy is one of the best movie Trilogy that has received many awards for its epic visualization style that spoils the audience and researchers are interested in knowing more about the contents of Christopher Nolan's The Dark Knight trilogy because it has a fantasy formula that is different from other super heroes. Therefore, this research is titled "THE FANTASY ADVENTURE FORMULA IN CHRISTOPHER NOLAN'S THE DARK KNIGHT MOVIE TRILOGY".



## **1.2. Statement of Problem**

Based on the research background described above, the fantasy contained in The Dark Knight movie is a screen, or a barrier that shields someone from encountering the real on the other hand, this becomes the central point of how the audience's imagination is in an imaginary world. Therefore, the problems to be identified in this study are:

1. What are representation fantasy adventures presented in Christopher Nolan's The Dark Knight Trilogy?
2. How is setting build the fantasy adventure in Christopher Nolan's The Dark Knight Trilogy?

## **1.3. Research Purposes**

Fantasy is something in the form of a simple fantasy or essay that describe about actions, experiences, or events that really happened or are only fictitious in a literary work. interesting experience and atmosphere for the audience. Because the main objectives of this research are:

1. To describe the representation fantasy Adventure presented in Christopher Nolan's The Dark Knight Movie Trilogy?
2. To find how setting build fantasy adventure in Christopher Nolan's The Dark Knight Movie Trilogy?

## **1.4. Research Significance**

Basically, this research is expected to provide benefits both theoretically and practically.

1. Theoretically

Nolan's study of the Dark Knight adds to the reader's wealth of knowledge about English language learning and literary analysis, particularly the analysis of fantasy formulas based on John G. Cawelti. At

the same time, it can be used as material for further study to improve perceptions of literary works and broaden understanding of movies as literary works, proving that movies are not only entertainment material but can also present values and new things in literary works.

## 2. Practically

Using the title The Dark Knight movie trilogy, this research is expected to become a study and new insights to help readers understand more deeply and better about the study of fantasy contained in a movie encouraging them to read more and watch literary works to hone their thoughts, provide new ideas and also provide knowledge about English literature.

### 1.5. Conceptual Framework

This research uses the object of Christopher Nolan's The Dark Knight which will be analyzed with John G. Cawelti's Adventure Formula theory. This research focuses on the representation of fantasy adventure and also the setting in building a fantasy adventure story depicted in the figure of Batman as the main character featured in the film and will be based on the study of Cawelti's Adventure Formula and other supporting theories. In genre, there is such a thing as formula. This formula becomes the basis for the creation or criticism of a literary work, depending on the literary genre used in the work.

One example of the representation of the fantasy formula contained in The Dark knight trilogy is the Vigilante Hero who begins the journey of the Batman figure. then groups and alliances in helping the main character in the movie and moral dilemmas as a form of audience interest in the movie. then the setting behind the main character's fantasy adventure in the movie. According to Cawelti, (1976: 5) defines the formula as follows "In general, literary design is the narrative structure or dramatic conventions used in some individual works". As already explained, a formula is a way to produce



a work, it can also be called a feature or convention used in a large number of individual works. Cawelti also mentions in his book that there are two common uses of the term formula closely related to the conception he uses, the first, the use simply indicates a conventional way of treating a particular thing or person. The second, common literary use of the term formula refers to a larger type of plot.

Setting plays an important role in creating a rich and interesting fictional world; it brings the reader or audience into the world of the story, allows them to feel and understand the context faced by the characters, and overall gives an added dimension to the work. According to Saricks (2009: 267) In describing a strong and detailed setting, fantasy story writers are able to build a world that is interesting and captivates readers. A good setting can create an immersive and enjoyable reading experience, make a story more creative, lively and influence plot and characters.

#### **1.6. Previous Study**

There are several previous studies that have a correlation or support the analysis of this study. The first is titled "Invention of Fantasy Genre Movies in Drama Series Game of Thrones" written by Fikri Tsulutsi Ramadhan. This thesis focuses on discovering the fantasy genre found in the drama series Game of Thrones. Discovery plays an important role in movies, making them more interesting and fun to enjoy. Not only does this make it more interesting, but exploration also makes the job more biased. To be accepted by the general public, especially in the fantasy genre, stories are often not accepted because of the existing genre formulation and the general public knows that fantasy is a genre that is pure imajiner. In his research, he discussed the fantasy genre according to Joyce G. Saricks. Joyce G. Saricks said that there are at least 6 elements that make up the formula for creating fantasy genre works; Framework, Setting, Script, tone, mood, characterization, tempo, style, and language.

The Second, the thesis on literary works discussing "The Fantasy Genre's Formula in Peter Jackson's The Lord of the Rings Movie Trilogy" was written by Nisa Parhan Nurhalim. This study focuses on discussing the formula of the fantasy genre in The Lord of the Rings trilogy by Peter Jackson, this study also aims to prove and analyze the formula of the fantasy genre in The Lord of the Rings. Therefore, this research is entitled "Fantasy Genre Formula in Peter Jackson's Lord of the Rings trilogy". The general structure of this article is in the form of eight sections divided by each of the formulas found in the research, namely: (1) foolish beginnings, (2) fantasy world, (3) imaginary entities, (4) travel/research, (5) wealth, (6) motives for action, (7) a clear understanding of right and wrong, and (8) the use of magical and supernatural powers.

The third previous study entitled the topics of fantasy genre's formula between Jumanji (1995) and Zathura (2005) by Anita Febrianti. This study aims to explain the fantasy genre formula using G. Sarrick's theory. The formulation in the fantasy genre is called the Appeal Element, namely pacing, character characteristics, plot, and setting.

The fourth, a study entitled The Aspects of Fantasy in Lewis' The Chronicles of Narnia: The Lion, The Witch and The Wardrobe written by Asep Shofian Syahrullah (2012), Yogyakarta: Faculty of Language and Arts, English Language and Literature Study Program, Yogyakarta State University. His study of The Chronicles of Narnia: The Lion, The Witch, and The Wardrobe discusses aspects of the fantasy genre. She used Hollindale's theory of children's literature, as well as the theory of fantasy itself with descriptive method.

And for the last previous study entitled Fantasy genre's formula in Doctor Strange: In the Multiverse of Madness by Sam Raimi written by Muhammad Fakhri Nur Hakim (2022). The object focus of this thesis is on the fantasy genre formula used in Sam Raimi's Doctor Strange: in the Multiverse of Madness. Genre theory serves as the main theory in this work.

The focus of the researcher's study is on the fantastical features of the fantasy genre and the orientation of mythical creatures found in the film. In several studies as described by a figure of scholar, including Saricks, Gates, they describe the concept of fantasy as shades of the same nuance. Cawelti's formula hypothesis is also included in this study as a reinforcing theory in the analysis process. The similarities and differences in this research with previous research include the variable data used which is different from previous research, the focus of the analysis studied is different from previous research focusing on comparative and figurative. The similarity of this research is in terms of the fantasy genre. The researcher intends to prove and analyze the Fantasy Adventure formula in The Dark Knight film trilogy based on John G. Cawelti's theory.

## **1.7. Definition of Key Terms**

### **1.7.1. Fantasy**

Fantasy is one of the popular genres of fiction that refers to fiction that contains elements that do not exist in real life. Fantasy stories involve the depiction of worlds or situations that are beyond the boundaries of reality as we know it. Fantasy often involves the existence of magical beings or forces, travel to other worlds whether in the past or future with advanced and modern technology, battles between good and evil, and supernatural or mythological elements.

### **1.7.2. The Fantasy Adventure Formula**

According to Cawelti (1976: 39) “The central fantasy of the adventure story is that of the hero-individual or group-overcoming obstacles and dangers and accomplishing some important and moral mission”. Cawelti also emphasized that the fantasy adventure genre combines elements of classic adventure with elements of fantasy, such as, magic, or alternate worlds. She explained that storylines in adventures that open central on an

epic quest or mission undertaken by a hero or group of heroes to overcome obstacles and uncover mysteries in a fictional world. In particular, Cawelti highlighted that in fantasy adventures there are conflicts between the forces of good and evil, as well as battles between heroes and villains who often possess supernatural powers or abilities. Cawelti emphasized that fantasy adventures, like other formulaic genres, have structures and patterns that are linked to the emotional and intellectual satisfaction expected by the reader or audience. He recognizes that while there is great variety and innovation in the genre, there are also identifiable conventions or formulas.

### **1.7.3. Setting**

Setting is used to describe the place or physical and social environment in which the story takes place. Setting includes the place, time, and sociocultural conditions in which the characters in the story interact. Setting can be an important background for the development of the story, influencing the plot and the overall mood of the story. It is important to develop a coherent and detailed story framework that will help readers or viewers understand and engage with the emerging story. A strong setting can create the right atmosphere, influence the characters and story, and provide the context needed to understand the story world as a whole.

### **1.7.4. Sophisticated Technology**

According to (Saricks, 2009: 245) It is said that " As a basic definition, it is probably safe to say that Science Fiction pos its worlds and technologies which could exist. Science, rather than magic, drives these speculative tales, and the science must be accurate and true to key axioms of Newtonian (classical) and relativistic physics.

In fantasy stories, technology is often defined differently and can vary. The definition of technology in the context of fantasy stories is the use of tools, knowledge, or powers that are unusual or beyond the limits of human capabilities in the real world. In fantasy stories, technology is often an important element that influences the story, characters or environment of the fantasy world.

#### **1.7.5. The Dark Knight Trilogy**

The Dark Knight Trilogy is a series of three superhero films directed by Christopher Nolan. The trilogy consists of *Batman Begins* (2005), *The Dark Knight* (2008), and *The Dark Knight Rises* (2012). The films are based on the DC Comics character Batman and explore the journey of Bruce Wayne, a billionaire industrialist turned vigilante crime fighter known as Batman. Each movie in the trilogy presents a darker and more realistic take on the Batman character and his world, departing from the campier tone of previous Batman adaptations. Christopher Nolan aimed to ground the story in a more gritty and grounded reality, focusing on psychological depth and moral complexity.

