

CHAPTER I

INTRODUCTION

This chapter introduces an overview of the background, problem statement, research objectives, research significance, conceptual framework, previous studies, definitions of key terms.

1.1 Research Background

A film is part of a literary fiction that reflects human life, therefore a film is not only a medium of entertainment, but also an important means for humans to know more about cultural, social, and even political understanding. By studying a film in depth, humans will be able to gain a deeper understanding of how art influences and shapes this world. It also changes the way humans perceive others and their environment. With the development of the times, a film have increasingly attractive visuals for the audience thanks to advanced technology. This was conveyed by K. Yusuf et al. (2022, p. 408) "Film has become a more modern means of human's life depiction than novel or any other written literary work because of its ability to present in audio-visual form. One of the film's essential elements is intrinsic, the elements that interlink and build the film itself".

The existence of a film in the midst of society helps humans understand aspects of life by depicting zero humans or situations that are often faced by humans in everyday life. A film represents an idea that is depicted audiologically and visually, with it having a clear picture to exemplify human life outside the audience's environment, so sometimes a film can provide new insights and new experiences. A film also has many ideas to give a positive influence and impression on the audience. This was presented by Petrie and Boggs (2012, p. 367) "In this approach, often called the humanistic approach, we focus attention on the statement the film makes because the best films are built around a statement that teaches us something. In this kind of evaluation, we must determine whether the acting and the characters have significance or meaning beyond the context of the film itself—

moral, philosophical, or social significance that helps us gain a clearer understanding of some aspect of life, human nature, or the human condition. We judge the film as an expression of an idea that has intellectual, moral, social, or cultural importance and the ability to influence our lives for the better. Acting, cinematography, lighting, editing, sound, and so on are all judged in terms of how effectively they contribute to the communication of the film's message, and the overall value of the film depends on the significance of its theme."

A film is made by combining cinematic techniques that make the film display audio and visuals that can be well received by the audience. By watching and listening, the audience can feel emotions and understand what the film is trying to convey. Because each of these symmetric techniques has its own role to create an atmosphere, develop characterization of characters, or convey messages through plot that can be understood by the audience. Not only that, film have dialogues and storylines that make the audience connect with the characters in a film. This is as explained by Petrie and Boggs (2012, p. 3) "As a form of expression, the motion picture is similar to other artistic media, for the basic properties of other media are woven into its own rich fabric. Film employs the compositional elements of the visual arts: line, form, mass, volume, and texture. Like painting and photography, film exploits the subtle interplay of light and shadow. Like sculpture, film manipulates three-dimensional space. But, like pantomime, film focuses on moving images, and as in dance, the moving images in film have rhythm. The complex rhythms of film resemble those of music and poetry, and like poetry in particular, film communicates through imagery, metaphor, and symbol. Like the drama, film communicates visually and verbally: visually, through action and gesture; verbally, through dialogue. Finally, like the novel, film expands or compresses time and space, traveling back and forth freely within their wide borders."

A film can also reinforce or criticize public opinion. That is, by watching a film, the audience can understand the messages between the lines. Rather than just focusing on what the filmmaker wants to convey, more emphasis is placed on the experience that the audience gets while watching the film. This suggests that an

often overlooked film-watching experience can be a great way to deepen human understanding of the film. This was conveyed by Cloete (2017) "Film combines three powerful elements, namely image, story and sound to give context and meaning to the story being told. Film tells us stories about themes of everyday experiences like love, hope, death, good, evil, violence and peace. Therefore, film is attractive to people of different age groups, because it tells stories with which we could associate. Largely it also tells our personal stories, that of the community and the world we are living in."

To have a good story and be enjoyed by its audience, a film have important elements such as; conflict, characterization, allegory, symbolism, and irony.

1.1.1 Conflict

Conflict has a role in every narrative, whether in a novel, theater, play, or film that airs on television. The role is so important and becomes one of the main elements because it has the power to captivate the interest of the audience. When conflict is present in a narrative, it can provide a profound experience and affect the emotions of the audience. Conflict aims to provide tension and opposition in a story. Therefore, conflict is called important to help the audience understand the narrative of a story.

This is as explained by Petrie and Boggs (2012, p. 48) "Conflict is the mainspring of every story, whether it be told on the printed page, on the stage, or on the screen. It is the element that really captures our interest, heightens the intensity of our experience, quickens our pulses, and challenges our minds. Although there may be several conflicts within a story, some kind of major conflict at its core ultimately has the greatest importance to the story as a whole. The major conflict is of great importance to the characters involved, and there is some worthwhile and perhaps lasting goal to be gained by the resolution of that conflict."

1.1.2 Characterization

Characterization is an important way to develop characters in film because they channel emotions and make them real. Characterization involves various elements in order to motivate and describe character traits. Characterization can be conveyed in several ways, namely:

- a. Characterization through appearance
- b. Characterization through dialogue
- c. Characterization through external action
- d. Characterization through internal action
- e. Characterization through reactions of other characters
- f. Characterization through contrast: dramatic foils
- g. Characterization through caricature and leitmotif
- h. Characterization through choice of name

The above ideas are opinions Petrie and Boggs (2012, p. 50) "To be interesting, characters must seem real, understandable, and worth caring about. For the most part, the characters in a story are believable in the same way that the story is believable. In other words, they conform to the laws of probability and necessity (by reflecting externally observable truths about human nature), they conform to some inner truth (humans as we want them to be), or they are made to seem real by the convincing art of the actor. If characters are truly credible, it is almost impossible to remain completely neutral toward them. We must respond to them in some way: We may admire them for their heroic deeds and their nobility or pity them for their failures."

The Film writers usually try to portray the characters as well as possible in order to create and develop characters in the storyline. Using film techniques, film writers can describe the emotions, principles, attitudes, or desires of the characters. By working closely with the entire production team including the director and actors, the film's writers managed to create a characterization that the audience could understand. This is as conveyed by Fitria (2021, p. 6) he said that "Characterization is the author's effort in

presenting the character of the characters. It is made to build and develop the characters in a story. This characterization is related to the attitudes, desires, interests, emotions, and moral principles of the characters. This characterization also suggests the embodiment and development of the characters in the story".

The importance of characterization in the film so that the characters feel more alive and can create an atmosphere according to what the film writer wants to convey. In other words, characterization is the introduction of a character to the audience and gives an idea of how the character traits. create Pebrianti (2023, p. 54) states that "Character is mostly valued by the people who watch the movie from their characterization. It is revealed by how a character responds to conflicts, by their dialogue, and through description"

1.1.3 Allegory

Allegory is a story where every object, event, and person has an abstract meaning. There are several parts of elements in an allegory that depend on each other to provide a good understanding.

clear to the audience by providing a story that is clear, separate, but complete and understandable to the audience. Allegory is also here to show an interesting story and make the audience think about what the meaning of the film being watched.

This is as the opinion Petrie and Boggs (2012, p. 59) states that "A story in which every object, event, and person has an abstract (as opposed to merely concrete) meaning is known as an allegory. In allegory, each element is part of an interdependent system that tells a clear, separate, complete, didactic story on a purely figurative level. A major problem with allegory is the difficulty of making both levels of meaning (the concrete and the figurative) equally interesting. Often, so much importance is placed on the figurative story that we lose interest in the concrete story. Unfortunately, allegorical characters, to be effective as emblems, cannot have many unique

characteristics, for the more specific the characters are, the less representative they may be."

Allegory whose background story is composed by the film writer gives meaning through words in the text or narrative. Each element has a function and has a moral message or social criticism that the author of the film wants to convey. With that Abrams (2018, p. 5) argues that "An allegory is a narrative, whether in prose or verse, in which the agents and actions, and sometimes the setting as well, are contrived by the author to make coherent sense on the "literal," or primary, level of signification, and at the same time to signify a second, correlated order of signification."

Allegory which is the author's ideas explained through characters and events into something that can reveal the deeper meaning contained in the film. With allegory, the audience can enjoy the film by finding out what the meanings behind the allegorical symbols used in the film are. This is as conveyed by Virani et. Al (2017, p. 2) said that "Allegory is a figure of speech in which abstract ideas and principles are described in terms of characters, figures and events. It is a piece of art or literature, such as stories, poems, or paintings, in which the characters, images or acts as symbols. Symbols itself have a hidden meaning. The symbolism in allegory can be interpreted to have a deeper meaning. In a novel, an author may use allegory to illustrate a moral or spiritual truth, or political or historical situation"

1.1.4 Symbolism

Symbolism is something that can be understood as something that represents or replaces something else. Symbols work by evoking previous ideas that are related in the minds of people who understand the symbol. In any form of story, a symbol that is an image, person, sound, event, or setting can represent or trigger a series of ideas for which it can derive meaning.

This was conveyed by Petrie and Boggs (2012, p. 60) They say that "In the most general terms, whether in a work of art or in everyday communications, a symbol is something that stands for something else. It communicates that something else by triggering, stimulating, or arousing

previously associated ideas in the mind of the person perceiving the symbol. All forms of human communication involve the use of symbols."

The use of symbols can be used to connect one element to another which makes the theme wider when understood. Symbols are used to represent the background dependent meaning of objects shown in the film. This is as conveyed by Susilawatin et. Al (2021, p. 30) "The authors use symbolism to connect certain things that initially might seem insignificant with more general themes. For example, an author can use a particular colour but that is not merely a colour, but suggests a deeper meaning. Symbols can change in their meaning depending on the background. The symbolic meaning of an object or action is understood by when, where and how it is used. It also depends on who reads it"

1.1.5 Irony

Irony is known for one of the techniques of literary, dramatic, and cinematic works that depict something that does not correspond to what happened. Irony comes with surprises, reversals, and paradoxes to add effect to the film. Irony also has several kinds, including:

- a. Dramatic irony
- b. Irony of situation
- c. Irony of character
- d. Irony of setting
- e. Irony of tone
- f. Cosmic irony

While this study uses film as an iterative formula, with the general approach is a genre that focuses more on one theory, namely irony. Irony is a term in which the behavior or pronunciation is very inappropriate, irony exists to convey a meaning that is contrary to the real meaning or something that happens is not in accordance with the facts. Irony certainly has certain ways of reinforcing the existence of comedy in the film, such as through character development or plot.

In a film, irony can take many forms, depending on how the writer and director present it in the story. Although irony can be found in many different types of genres, there is one genre that has strong ties to irony: comedy. In the comedy genre, irony is needed and is a very important element because it is used to produce unexpected events and present hidden messages that have deep meaning. Irony can play a role in crafting a situation, because irony changes the audience's expectations, and exposes paradoxes or disagreements that exist in a comedic story. According to Adipurwawidjana et. Al (2021, p. 259) argues that irony is not only a rhetorical device used in a written work, but also a feature that is always present in a text. The irony ability to make opposites becomes an advantage for filmmakers to convey messages indirectly.

This shows that people need to examine a text carefully because irony can appear in it regardless of the original intention of the writer, author, or director. Meanwhile, according to Allo (2017, p. 3) argues that irony is a very significant element in literature and can have a complicated impact on the overall narrative. Irony has the ability to form key elements in a story, be it at the beginning, middle, or even end of the story. In a literary work such as a novel or film, irony can be expressed through the words spoken, actions performed, or events that occur through interactions between characters in it. The presence of this irony can change the course of a storyline and can be something inversely proportional to what should happen. So to understand and know the irony that is deliberately present in a literary work is the key to explore the meaning or messages contained in the story.

The use of irony in comedy can broaden the audience's horizons and experience, as well as make him involved so that he thinks in the process of figuring out what really happens in the story. Because of misunderstandings, irony can cause laughter for the audience, therefore irony also allows comedy to convey a deeper message or critique social and cultural issues.

According to Widyarosadi (2014, p. 124) There have been several studies that have examined the influence of irony in the comedy genre. But some comedy films present a different perspective, especially in raising social issues related to communities in the suburbs and in the city. People on the periphery are often claimed to have lived in harsh conditions, with the presence of thugs, shabby housing conditions, and lack of knowledge in technology. However, in a film called *JAGAT X CODE* provide different points of view and thoughts. Because, this film utilizes the irony that affects the storyline through the background setting, thus creating a significant difference in the audience who already have expectations or thoughts on the periphery setting in general, but are inversely proportional to what actually happens and is shown in the story. There is something that stands out and surprises between the audience's expectations before watching the film and the dramatic depiction shown in this film.

In this thesis, the author will analyze the various forms of irony in the film *Luck* and how the irony can affect the comedy genre. By viewing this film as an object of research, the film *Luck* has depicted the opposite of luck itself. Sam Greenfield, as the main character shown in the film with a lot of unfortunate events in her life, creates an interesting irony to be explored more deeply and important to discuss. As explained in the previous background that theoretically irony has various kinds, and in this film some irony appears so that it causes certain effects. As is the case in the storyline of the film *Luck*, Sam Greenfield's misfortune experience continues to be a major highlight depicting a series of tragic events that show the irony of the situation.

Every step Sam takes seems to lead her to events that are contrary to the title of the film which should carry the theme of luck. Every time Sam tries or does something, all her attempts end in tragic failure. This irony is reflected in a number of scenes, where when Sam is about to inhabit her new home, she experiences a number of funny but tragic events. For example, difficulty receiving house keys that even fell into the gutter, the incident when she overslept and could not close

the window of her house so that leaves entered her house, or when the bathroom was locked from the outside because it was blocked by a broom. There are many more unfortunate scenes that Sam received in the next scene. The irony that continues to color Sam's life experience and illustrates the irony of how luck, which should be an important part of her life story, has been an ongoing source of misfortune. With unexpected events and turning to what the audience expects, creating irony that presents a comedy.

1.2 Statement of Problem

Based on the presentation that has been presented in the background, this study seeks to explain by analyzing how irony is used as an important element in the film *Luck*. Irony in film does have a deep role so that it can attract the attention of the audience, because irony is present to confuse the audience with misunderstandings that occur. Therefore, this study aims to investigate how irony is used in the film *Luck* to identify how these elements of irony contribute to the general understanding of the story in the film.

The author found two questions in this study:

1. What kind of irony in the film *Luck* by Peggy Holmes?
2. How does irony can affect the comedy genre in the film *Luck* by Peggy Holmes?

1.3 Research Objectives

The object of research is the element used to be observed when you want to analyze and learn ways to find solutions. The problem at hand can be solved as discussed earlier in the problem statement. In the context of this study, the focus is on irony analysis, and the main objectives of the study are:

1. To explain and analyze the use of irony in the film *Luck*.
2. To identify elements of irony in the film that contribute to a general understanding of the story presented in *Luck*.

1.4 Research Significances

- 1.4.1 This study aims to investigate and find out more about the influence of irony in strengthening the comedy genre in films. Through this research, it is hoped that more explanations will be found about how the use of irony elements in films, especially in the comedy genre, affects audience reactions and forms the basis of humor in film works.
- 1.4.2 From a theoretical point of view, the results of this study are expected to provide more knowledge for people who want to explore more deeply about irony, especially in film with the comedy genre. A deep analysis of the role of irony is expected to bring out broad thinking and provide deep insight into how this irony shapes comedic narratives.
- 1.4.3 From a practical point of view, the results of this research are expected to provide benefits for students or readers who are pursuing a degree in English Literature, especially for those who are interested in analysis in film studies with irony theory. This research may be a valuable reference source for understanding how irony is used in the development of comedy genres in film. The analysis, which builds on the findings of this research, is expected to give students a look at how irony works in film and how this affects the audience's thinking. The results of this study can also be used as a reference which will certainly enrich the insight of people who are interested in learning the concept of irony in relation to development in comedy genre films.

1.5 Previous Studies

The film was chosen as the focus of the study because it was released in 2022 and has never been analyzed before. Therefore, the research data was taken from the film *Luck*. From this research, the author can conclude that the film *Luck* can be researched because it has not been analyzed much before. And what makes this study different from previous research is because the film *Luck* as its object can be an example as well as evidence that irony can strengthen the comedy genre in

literary works. Because in this film there are several scenes that bring irony as well as the imbalance of knowledge that causes the film to be funny.

According to Maghfira (2022, p. 2) in her thesis entitled *The Adaptation Of Ironic Humour From Novel To Film Diary Of A Wimpy Kid Rodrick Rules* states that humor comes through the presence of irony that can be very unique and interesting for audiences who need entertainment and ultimately decide to watch a film. Therefore, she has also found similarities in the existence of ironic humor in movies *Diary of a Wimpy Kid: Rodrick Rules* (2011) adapted from the novel of the same name. In this film, elements of humor irony are presented in an interesting way.

Jannah's previous research (2017, p. 2) in her thesis entitled *The Humour In Trough The Character Of Johnny English Movie* states that film adapted from literary works sometimes have interesting stories inspired by real life, including main stories and additional stories. In many comedy film, the element of irony is often one of the important parts. Therefore, she is interested in studying certain comedy film that present elements of irony, namely *Johnny English* (2003). The film is distributed by Universal Pictures and combines two genres, namely action and comedy. These studies can illustrate that in literary works there is a theory of irony that has a strong attachment to the comedy genre so that it is interesting to research.

Meanwhile, Pranika and Jayantini (2023, p. 160) in their journal entitled *Positive Politeness Used By The Characters In The Movie Entitled Luck* stated that their research was taken from the film *Luck* by Skydance Animation directed by Peggy Holmes. The film's story was developed and co-created by Jonathan Aibel, Glenn Berger, and Kiel Murray, based on ideas from Rebeca Carrasco, Juan De Dios, and Julián Romero. In this film, the main character uses a good way to convey a moral message that the audience can learn from. Research in this journal focuses on the use of positive politeness in characters, so as to provide insight into how politeness can be used in naratic contexts to convey messages from filmmakers.

1.6 Definition of Key Terms

- 1.6.1 Film: As a form of literary work that takes inspiration from various sources such as novels, paintings, music, poetry, film can reflect on human life combining a wide variety of techniques. In making it, the film becomes complicated but meaningful, it is conveyed through several ways such as lighting, body movements, facial expressions, storylines, themes, points of view, characterization, use of color, cinematography, editing, setting and so on. Through these methods, films want to convey messages, try to channel emotions to have an effect, and create a unique work. (Petrie and Boggs, 2012, p. 3) argues that film is a unique form of artwork because the film can combine elements from various art media. The film usually use visuals, lighting, dialogue, action and motion. The film communicate through metaphors, symbols, as in poetry. The film can also expand space and time by moving from one place to another. Because of its uniqueness, movies excel at showcasing experiences because the visuals shown have movement, and sound. The film are believed to convey messages better than paintings or sculptures, because they make the audience participate sensorily. It can outperform drama because it depicts diverse points of view, dramatic action, and flexible timing. And provide a smoother storyline without anything distracting like theater. With the development of the times and the presence of increasingly sophisticated technology, film are able to slow down or speed up time so that invisible things can be revealed and easily understood.
- 1.6.2 Genre: genre is a concept used to group film based on audience tastes, such as style, theme, plot, narrative, characteristics, and other elements. Genres help audiences and filmmakers understand the type of film they like and create. In addition, the genre is indirectly present to give advice or recommendations to the audience before watching the selected film. (Bondebjerg, 2015, p. 163) argues that one important element in the film is genre. Since the beginning of film history, the idea of genre has played an important role in various aspects of the film industry, including in the production, marketing, and distribution of film. Not only that, the concept

of genre also has significant value for film critics and academic analysis in tracing the aesthetics, history, and theory of film. For the audience, the film genre is an important foundation in choosing and experiencing various types of experiences when watching movies.

1.6.3 Comedy: in comedy, humor is used as a medium to attract the attention of the viewer. Comedy attempts to entertain the audience by using a variety of techniques, such as through funny dialogue, ridiculous situations, unusual characters and strange looks. Comedy not only aims to give the effect of laughter to the audience, but comedy also tries to create deep emotions so that the moral message contained in the film or drama being watched can be conveyed in a simpler way. Comedy has other types such as satire or dark humor, and that's why not all comedy can give the effect of laughter on the audience. According to Abrams (2018, p. 38) Comedy is usually found in films or plays, but elements of comedy can appear in many types of literary works including prose fiction and narrative poetry. Comedy refers to a type of literary work in the form of fiction with the aim of attracting the attention of the audience by providing entertainment. Comedy often focuses on characters and situations that have been designed so as to bring up unexpected situations. Although comedy presents tragic events or major disasters to misunderstand the audience, the main character in the comedy often ends happily or gives the audience a satisfying regret. Therefore, comedy is not only an ordinary genre but can be a way for literary creators to provide stories that aim to entertain the audience and give the effect of fun on the audience.

1.6.4 Irony: irony can be trusted as an element that has the power to multiply the story and bring out critical thinking in the audience. Irony conveys a message in a way that satires, criticizes, or through the opposite conditions. Irony can create emotions and thoughts, as well as move feelings so that literary works are more meaningful when enjoyed thanks to the presence of irony. According to Petrie and Boggs (2012, p. 67) Irony is recognized as a method most often used in literary works, especially in films and dramas

that create something that happens not in accordance with the audience's expectations, this can also be called a paradox because the events cannot be expected before. Irony not only gives the effect of comedy or tragedy, more than that irony has an important role with its complexity because the author has tried to convey meaning, message, or describe an elusive situation in a way that can give it a unique appeal.

