

CHAPTER I

INTRODUCTION

This chapter shows the overview of research. This chapter present the research background, problem statements, research objectives, research significances, and organization of writing.

1.1 Research Background

Genre is one of the most important element of literary works. Genre itself is a term used to group or categorize a particular media or text so that it can be more easily identified and analyzed in a theoretical or practical. Genre is a term used to classify texts the media into certain groups with similar characteristics. This genre concept is useful for seeing how media texts are organized, categorized, and consumed (Devita, 2013). Besides being easy to identify a text or media, genre is also quite encouraging in terms of marketing. According to (Stokes, 2003), One of the key ways in which films have been developed and marketed is along lines of genre.

The power of genre is indeed a big influence on media culture, especially for the world of popular culture that is in effect nowadays, and one of them in the film culture. Film and genre have become two things that inseparable and related to each other. Partly because of its promise of theoretical ubiquity, and partly due to its apparent affinity to Hollywood cinema, genre has been a key concept in the development of film theory, and, in return, cinema has provided an important

staging ground for the broader discussion of genre in relation to both mass entertainment and the arts (Watson, 2012: 189).

Films are also part of literary works in the modern literature that have continued to develop since the 1900s until now. The development of film itself is also side by side with the development of human civilization, so that film is also a social product and makes it a modern literary work. Films do not exist in a vacuum. Marxist theory of history postulates that the material, economic and social relations of society are the true basis of society, and that to a great degree they determine the way a society thinks (Kochberg, 2012: 3).

Certainly, in a film it also involves elements of genre in it, as previously explained, genre in films has a function to categorize and encouraging to the marketing of the film. This is because most audiences had their own taste when they comes to watch movies. Films will always present a variety of themes, not just one, and through these themes, the genre can be determined, and this will affect the audiences, where they are free to choose the genre they like. That will certainly encourage the audience's expectations, and the audience's expectations are encouraging the marketing of films. The result of such deliberations is, say, the choice of watching a thriller over a western, a comedy over a musical, a science fiction film over a crime movie or, more generally, the idea that we have particular likes or dislikes for certain types of film (Watson, 2012: 189).

Genre has multiple categories and types, each genre has its own characteristics in accordance with the theme that is carried in a film which will also determine the

storyline for a film and will be a special attraction for the audiences and adjust to their genre tastes. From the many genres in film, in this research, the researcher will only focus on one type of genre which can be said to have many enthusiasts, especially in the era of modern film technology development nowadays. The genre that will be focus in this research is science fiction genre in the film.

Science fiction genre films has been a trend along with the development of films. Begin with the succeed of humans in the early 20th century who invented technology for humans explored the space and landed on the moon. This is become the inspiration for the other human or “the film maker” to made “human imaginations” about the space come true by the visualization. According to (Kerslake, 2007) Science fiction (SF) has historically been perceived as a genre of the fabulous, a form of writing far outside the canon of ‘literature’, one that lacks boundaries, connections with reality or formal precedent. To some, that perception may be a vital attraction or a critical downfall.

Since seeing ourselves directly in the mirror of the future is impossible, SF produces instead an unending succession of literary experiments, each one examining a small part of a much larger image and each equally necessary to the greater vision (Kerslake, 2007). Science fiction creates a picture of the future in humans thought which still cannot be reached by humans nowadays, and through literary works in the form of films, the image will be formed visually so that, it will arouse the human imaginations of the future more broadly and clearly. Frequently, many scientists and technology inventors are inspired by science fiction films in creating a new technology, this is also a reciprocal, where at first, science fiction

films were inspired by human journey for the first time to the moon, but through the imagination of these “filmmakers” , they participate in presenting fiction technological innovations in a film and also become inspiration for inventors in creating new technologies.

There is something about the genre –perhaps its loving tolerance for the patently fantastic—that is refreshing in a world where exactitude and precision are pursued with feverish deliberation and imagination and flights of fancy are frowned upon by the masses as impractical. It is for this reason, too, that we have not attempted any weighty dissertations on science fiction as a social mirror or psychological showcase (Rovin, 1975).

It's not surprised that science fiction movies have a huge fans. This is because science fiction films present visual effects that satisfy the audience and gives visualization of human imaginations in the future with the high tech and intellegence community. Sci-fi films have been continuing to develop beyond the time and there have been so many sci-fi genre films since the 50s to the modern era. Of course, each film has its own characteristics with various formulas used even though they have the same genre. But, however, on the other side, some films also have similarities that make connections with other films, like one film take the reference with the other one that make similarities.

From that statement, the researcher is interested in deeply examining the similarties of genre characteristics in selected three sci-fi genre films from different times, that is *2001 : A Space Odyssey (1968)* directed by Stanley Kubrick, *Star*

Wars : A New Hope (1977), directed by George Lucas and *Wall-E (2008)* directed by Andrew Stanton.

Before choosing the films, the researcher previously had been watching a lot of films about the sci-fi genre. There are some options before the researcher takes these films, like *Interstellar (2014)* directed by Christopher Nolan, *Gravity (2013)* directed by Alfonso Cuarón and some films from the Star Wars sequel. But, in the end, the researcher decided to choose these films. There are several factors why the researcher chose these three films, first for the *2001 : A Space Odyssey (1968)* film which is one of the popular classic science fiction films and is an influencer for subsequent science fiction films. There are many factors that make this film a big influence for subsequent science fiction films such as plot structure, setting, shooting style, characters, musical scoring, etc.

But, returning to the discussion of literature, the researcher will only use the literary structure as a comparison with the other two films such as characters, settings, plot structures, narrative events, characters, etc. This film will become the foundation to be compared with the other two films. Second is *Star Wars : A New Hope (1977)*, the researcher chose this film, because it is the most popular classic science fiction film of all time, and even continues today and made its own franchise. Also, the researcher took the first film, because there is still originality and authenticity in the film, because it is the first original film and is still strictly influenced by the style of the *2001 : A Space Odyssey (1968)* film. The last is *Wall-E (2008)*, the researcher chose this film because this film is an animated film that is identical to the modern film style, with the development of film technology. Even

though it has an animation format and in the modern times, this film is still influenced by the style of the *2001 : A Space Odyssey (1968)* film so that researchers are deeply interested for examining it.

For this research, there are some previous studies that has similar and relevant research that is used as a reference in conducting this research, of course also to avoid plagiarism in the research. There are several studies that researchers have found that also conducted comparative research and related films.

Mariatul Qibtiyah (2018). The thesis entitled *The comparative study of fantasy genre's formula in Spider-Man (2002) and Spider-Man: Homecoming (2017)*. Publication by UIN Sunan Gunung Djati Bandung. The thesis is also concern about the comparative study, but more concern in Fantasy genre. This study examines the similarities and differences between the two superhero films, *Spider-Man (2002)* and *Spider-Man: Homecoming (2017)*. Although both of film present the Spider-Man characters, these two films are produced by different producers and researcher are interested in examining the differences and similarities of fantasy elements in these two identical films. Of course, this is different from this research, because this research concern on characteristics of the sci-fi genre in film, although it also has comparison form.

Ike Puji Lestari (2015). With the thesis entitled *Human's and robot's role of nature in the wall E movie script*. Publication by UIN Sunan Gunung Djati Bandung. This research also discusses about the *Wall-E (2008)* film, but the object selected is only one, and the topic discussed is the relationship between humans and

robots in the order of natural life. The theory used is also the theory about nature romanticism in literary works. Clearly, it is very different from this research which focuses more on genre and tends to popular literature even though it has the same object.

From the explanation above, it is clear that there are differences in the research that the researcher is currently doing, starting from the objects and topics discussed so that there is no indication of plagiarism. The researcher is focusing in comparison the sci-fi genre characteristics between *2001 : A Space Odyssey* (1968), *Star Wars : A New Hope* (1977), and *Wall-E* (2008) by using theory of genre study from Stokes.

Based on the background that has been described above, the researcher decided to take the title : SCIENCE FICTION GENRE CHARACTERISTICS IN THREE FILMS : *2001 : A SPACE ODYSSEY* (1968), *STAR WARS : A NEW HOPE* (1977), AND *WALL-E* (2008).

1.2 Statements of Problem

The researcher had revealed some of the backgrounds and factors why researcher chose the title and object above, and in the research there is also a need for research questions, to clarify the chosen topic and of course, the researcher will try to answer these research questions through this research. Based on the background of problem, the statements of problems can be formulated into as follows :

1. What sci-fi genre characteristics are used in *2001 : A Space Odyssey* (1968), *Star Wars : A New Hope* (1977), and *Wall-E* (2008)?

2. What similarities of sci-fi genre characteristics are there in *2001 : A Space Odyssey* (1968), *Star Wars : A New Hope* (1977), and *Wall-E* (2008)?

1.3 Research Objectives

After formulating the statements of problem above, it is certainly an obligation for the researcher to find answers to these statements of problem, and hopefully, researcher can find answers to these statements of problem through this research. Based on the research question, this research have two objectives as described below:

1. To find the sci-fi genre characteristics in *2001 : A Space Odyssey* (1968), *Star Wars : A New Hope* (1977), and *Wall-E* (2008).
2. To find the similarities of sci-fi genre characteristics between *2001 : A Space Odyssey* (1968), *Star Wars : A New Hope* (1977), and *Wall-E* (2008).

1.4 Research Significance

Based on what is explained in the background above, researchers certainly have a hope that this research can have benefits for disciplines, especially in literature and also hoped that researcher can contribute to science in the field of literature through this research and especially in popular literature by the genre analysis and interconnection between one film with the other. There are several benefits can be obtained from this research :

Theoretically, with this research can expand knowledge in literature, especially in popular literature and more specifically, in the sci-fi genre that become the

popular fiction that most used in many literary works in this century. Because researcher are aware that there is still a lack of research on popular literature, especially in the science fiction genre at this institution, or any institution in Indonesia, it is hoped this research can complement in the theoretical aspects of popular literature, especially in the sci-fi genre.

Practically, the benefit is can be knowledge about the similarties and sci-fi genre characteristics that used in *2001 : A Space Odyssey* (1968), *Star Wars : A New Hope* (1977), and *Wall-E* (2008). Also hopefully, this research will become a reference for future researchers who want to research the similar topic, so that, it can expand the resources needed to carry out their research, because researchers realize that many sources and references are needed to carry out a research.

1.5 Organization of Writing

This research presented into five chapters as follow:

1. Chapter I : The introduction of research consist of background, statements of problem, research objectives, research significance, and organization of writing.
2. Chapter II : Present the theories of the research consist of Genry Study, Comparative Study, and Film Analysis.
3. Chapter III : Present the method of research that used in this research which consist of, method of research, source of data, technique of collecting data, and technique of analyzing data.

4. Chapter IV : Present the full report of findings from this research by the analyzing data.
5. Chapter V : This chapter present the conclusions from what researchers have found and the result in this research, also suggestion concerning of the research.

