

## CHAPTER II

### REVIEW OF RELATED LITERATURE

In this chapter, the researcher wants to discuss the theories which are related to the study. The researcher would explain the theory related to this research which consist of:

#### **A. Literary Approach**

##### **1. Literature**

Literature, in its broadest sense, refers to nearly everything written. Literature, primarily written, is an art form that offers pleasure and enlightenment. Literature means a body of written works, Kenneth (Britannica, 2023). More restrictively, literature refers to writing that is considered an art form, or individual writing that is considered to have artistic or intellectual value as a result of using language in a way that differs from its normal use. Literature is classified whether it is fiction, poetry or prose. Furthermore, a distinction can be made between major forms such as novels, short stories, dramas and movies, and works are often categorized according to historical period and adherence to particular aesthetic characteristics or expectations (genres).

### a. Concepts of Literature

Today literature is an important subject to be studied because it reflects all aspects of human life such as happiness, sorrow, truth, justice, respect, courage, faith and other pressing factors. Literature is most often understood to mean all written expression, but it should be noted that not all written documents can be classified as literature in the strict sense of his term. The definitions therefore usually include additional terms such as "aesthetic" or "artistic" to distinguish literary works from everyday texts such as telephone directories, newspapers, legal documents, and scientific writings, and sholarly writing (Klarer, 2004).

Literature is the written form of communication, whether poetic, dramatic or fictional. It always conveys human experience and uses narrative devices. Movies, on the other hand, primarily use the audio aspect of communication, such as speech. Sound is important in movie making. Written and spoken communication are very important sources of wisdom for people throughout their lives. Humans achieve perfection by using these both aspects of communication (Totawad, 2016). Literature consists of different genres , short story, novel, drama and poetry. These all are the written documents, and it is clear that letters are used in literature.

From this description, we can conclude that studying literature is learning about beautiful languages in particular. Because literature lets us play with beautiful words and expand our knowledge and imagination.

In line with this movie, this is one of literary works that contains many things about language. Therefore, movies are literary works that convey many messages through text. It can be analyzed from different perspectives of view like Politics, Religion, and Others. Movie can be analyzed from moral, social and religious perspectives.

### **b. Kinds of Literature**

Etymologically, the Latin "*litteratural*" comes from the smallest element of the alphabet, *littera* (letter) The word "text" is related to "textile" and can be translated as fabric, so the words and sentences form a meaningful and coherent text, much like the individual threads form a fabric. Therefore, the origin of the two central terms is not particularly useful for defining literature or texts. It is more informative to look at literature and texts as cultural and historical phenomena and examine the context of their production and reception (Klarer, 2004).

#### 1) Fiction

Literature created from the imagination, although it may be based on a true story or situation, Team (britannica. 2023). types of fiction literature types in genre include novels, short stories, and novels, Team (britannica. 2023). The word comes from the Latin *fictiō*, meaning the act of making, designing, or molding, Team (britannica. 2023). The short story is a brief form of prose fiction, but it has received less attention in literary studies than the novel.

Like the novel, this short story has its roots in antiquity and the Middle Ages. Stories, myths, and fairy tales are among the oldest types of text representation, and texts were primarily passed down orally. The term "Tale" (from "telling"), like the German term "Sage" (from "sagen" to "speaking"), reflects this verbal aspect inherent in the short story. But this short story draws on unparalleled definitions of other prose genres, such as the novel and its short variations, the novella and novelette. A key feature of short stories is often cited as their unity, because unlike novels, they can be read in one sitting without breaks. Due to length limitations, short story plots must be highly selective, introducing an idiosyncratic temporal dimension that usually focuses on the plot's central moments. Novels experiment with different narrative perspectives, but short stories usually choose a particular perspective and tell the action from the perspective of a particular character or narrator.

## 2) Poetry

Poetry is one of the oldest genres in literary history. The earliest examples of this go back to ancient Greek literature. Harder to define than any other genre. Poetry is etymologically derived from the Greek instrument lyre (lyre or harp) and is closely related to the term lyric, which indicates its origin in the field of music (Klarer, 2004). In ancient times and in the Middle Ages,

minstrels recited poetry to the accompanied by lyres and other musical instruments. However, the term poetry, dates back to the Greek word potery (to make, produce) and indicates that the poet is the one who makes poetry. The etymology sheds light on some lyrical and poetic aspects, but fails to provide a satisfactory explanation for the phenomenon itself.

### 3) Drama

So far, we have identified two distinct genres: fiction and poetry, two genres whose primary means of expression are written or spoken. The dramatic arts or performing arts on the other hand, combine language with various non-verbal or optical visual means such as stage design, set design, scene changes, facial expressions, gestures, makeup, props, and lighting (Klarer, 1999). This emphaise is also reflected in the word drama itself, which comes from the Greek draein (do, act), referring to acting or performance by actors. Drama has its roots in the practice of religious rituals and some of its features are still present in the classical Greek theater of the 5th century BC. Ancient tragedies and comedies were staged at the festival in honor of Dionysus, the god of wine. Theater was one of the main genres of classical antiquity, but lost its importance with the drawing of the Middle Ages. But in the 2000s, simpler forms of drama reappeared. In mystery and miracle plays, the religious, allegorical, and biblical

themes of the Christian liturgy were adapted and dramatized for performances in front of churches and in inns.

#### 4) Movie

At the dawn of the 21st century, movie cannot be ignored as a semi-textual genre influenced and affected by literature and literary criticism. Movie is predetermined by literary techniques; conversely, literary practice developed particular features under the impact of movie (Klarer, 2004). Many of the dramatic forms of the 20th century developed in interaction with cinema. For example, the photographic medium of cinema has far exceeded the possibilities of realistic representation in theater. Therefore, drama may abandon its claim to realism and develop other forms of representation that are more stylized or abstract. Photography and cinema have also had a great influence on the visual arts. In response to these new media, more abstract approaches to painting were pursued. The same is can be said for postmodern fictio, which derives some of its structural features from cinema.

## 2. Intrinsic Elements

### a. Concept of Intrinsic Elemets

The intrinsic element is the main element in building the movie as a whole. The intrinsic elements in movie are sometimes the same as novels, because not a few movies are inspired and made based on pre-existing



novels. If the novel is made in written form, then the movie embodies this in sound and visual form.

According to Ratna (2014) intrinsic elements include themes, characters, language style, plot, and so on. Meanwhile, according to Sehandi (2014) the existence of structuralism theory emphasizes analysis that is formed from intrinsic elements. According to him, intrinsic elements include plot, characterization, setting, theme, mandate, point of view, and style of language.

#### **b. Kinds of Intrinsic Elements**

Based on the statement of Ratna and Sehandi also supported by Arofat (sekolahnesia.com), it can be concluded that the intrinsic elements consist of:

##### **1) Plot**

Staton and Kenny in (Nurgiyantoro, 2015: 167) argue that plot is a story that contains a sequence of events, but each event is only connected causally, events that are caused or cause other events to occur.

In general, the plot is the unification of every event in a movie or literary work that forms a coherent and intact storyline. We can see this as in “*The Martian*” movie itself starting from Watney's arrival to Mars, then there was a natural storm disaster that trapped him on Mars, and then he also received help from other

crew members to be able to return to Earth. In this case, the plot has several plot elements which include story introduction, beginning of conflict, leading to conflict, climax, and resolution. In addition, the plot also has various types of plots, including forward plot, backward plot, and mixed plot.

## 2) Characterization

According to (Suherli, 2017: 119) characterization is the author's way of describing the characters in a story.

In general, characterization is a representation of each character in a movie that describes the character's character, expresses thoughts, physical depictions, and describes the environment in which the character lives. This helps shape the character of the movie itself. In this case, characterizations have various types consisting of protagonists, antagonists, and tritagonists.

## 3) Setting

Abrams and Stanton in (Nurgiantoro, 2015: 301-303) The setting or setting which is also referred to as the fulcrum, refers to the sense of place, historical time relationships, and the social environment in which the events that are told occur.

Setting is an element in a movie or literary work in general that relates to atmosphere, time and place. The setting in a story or movie can be imaginary or factual. This background is used to



strengthen the belief of viewers or readers in a story. In this case, backgrounds have various types consisting of place settings, time settings, atmosphere settings, and tool settings.

#### 4) Theme

According to Stanton and Kenny in (Nurgiyantoro, 2015: 114) that the theme (theme) is the meaning contained in a story. In general, the theme is the basic idea that forms the background of the whole story. Themes can be general in nature, for example raising problems in the environment, the author's personal experience, educational themes, history, and so on. In this case, the themes have various types consisting of physical themes, divine themes, social themes, selfish themes, and organic themes.

#### 5) Mandate

According to Russiana (1982: 74) mandate is a moral teaching or message that the author wants to convey to the reader. Mandate is something that needs to be contemplated by the reader.

Mandate is the hidden meaning or message that the initiator or writer wants to convey regarding moral values in a movie or literary work. Manat can be conveyed in secret, or in the form of utterances between characters. In this case, the mandate has two types consisting of an explicit mandate, and an implied mandate.

#### 6) Point of View

Abrams (in Nurgiyantoro, 2018) Point of view is a method or point of view used by the author as a means of presenting stories in a work of fiction to readers.

Point of view is the point of view of the initiator or writer who acts as an observer outside the story. They can use pronouns to tell events or main characters. In addition, it is also possible to replace the main character with the title "I" using the first pronoun. In this case, the point of view has several types, namely the point of view as the first person (main actor, side actor); point of view as a third person (as an all-knowing, as an observer).

#### 7) Language Style

According to Ishwari (2015) style of language is the author's way of describing the language contained in literary works in a polite and clear manner.

Language style is the use or choice of words and intonation to convey a story. Language style is used to create a persuasive tone or atmosphere. We usually see the style of language from the dialogues and interactions that occur between characters. In addition, according to Badudu (1983b: 70) differentiates the style of language for comparative language style, satire language style, affirmative language style, and conflicting language style.

### 3. Extrinsic Elements

#### a. Concept of Extrinsic Elements

Extrinsic elements are elements that are outside the movie, or literary works in general, but indirectly influence the formation of a literary work. This element usually explains about external factors such as psychological conditions, outlook on life, and environmental conditions which have a big contribution in influencing and or coloring the storyline in movies, or literary works in general.

According to Rokhmansyah (2014) extrinsic elements are elements that come from outside the story. Extrinsic elements of literary works usually include biographical elements, psychological elements, environmental conditions, and the author's outlook on life. Meanwhile, according to Nurgiyantoro (2009) extrinsic elements include the author's subjectivity, author's biography, psychological state, and author's environmental conditions.

#### b. Kinds of Extrinsic Elements

Based on the statement of Rokhmansyah and Nurgiyantoro also supported by Fiska (gramedia.com), we can conclude that extrinsic elements are elements that come from outside the story and include:

##### 1) Author Biography

Is a story of the life journey of the author. His biography is very complex because it tells in detail about his involvement in

experiencing events during his youth. Besides that, it also explained about all the works, services, and everything he produced during his lifetime.

## 2) Psychological Aspect

The psychological aspect is related to the mood or motivation that drives a person to produce work. This factor certainly greatly influences the outcome of a literary work. Like if they are in a bad condition or mood, then the resulting work will tend to be a sad or sad story.

## 3) Environmental Condition

One of the elements that can affect the formation of a literary work is the environmental conditions of the initiator or creator. Social dynamics and environmental conditions have a strong influence on the formation of a work, including literary works.

## 4) Author's View of Life

The author's view of life is the attitude of life or aspirations in the life of the author regarding the beliefs and or commitments of himself regarding the goals of his life which he holds firmly. We can feel this when we see or read a work, including literary works.

## B. Humanistic Approach

### 1. Definition

Humanism is the study of the humanities (Webster, 1973. 467). Meanwhile from other perspective, humanism is a believe system based on the principle that people's spiritual and emotional needs (CALD, 2008. 704). Furthermore, approach is the act of approaching or drawing near an object or a given point (Webster, 1973. 50). Meanwhile from other perspective, Approach is come near or nearer to something or someone in space, time, quality or amount (CALD, 2008. 63). Therefore, humanistic approach is an approach to studying the essence and value of humanity.

### 2. Application to evaluate movie

In humanistic approach, movies are evaluated based on the following question:

- a. What statement does the movie makes, and how significant is the "truth" we learn from it?
- b. How effectifely do the different movie elements communicate movie's maesage?
- c. How does the movie attempt to influence our lifes for the better? What beliefs and actions does it attem to change?
- d. Is the mesange started by the movie universal, or is it restricted to our own time and place?

- e. How relevant is the theme to our own experience?

### 3. Basis of theory

The humanistic approach focuses attention on the statement the movie makes, that is moral, philosophical, and social statement. Philosophical sense that helps us gain a clearer understanding of some aspect of life, human nature, or the human condition. These cover the truth, message, beliefs, theme (Boggs, 1991: 305-306).

Humanistic approach is one of approaches in learning that emphasizes the principles of humanity, whereas writing is a form of expression of human mind through written language. (Hafizah Syahira, 2019). The Perception of MTsN Ma'rang Students on the Implementation of Human Approach in Teaching Writing.

## C. Movie

### 1. Definition

According to Josef von Sternberg, the movie or cinema is a work of art when motion conforms to a perceptible rhythm with pause and pace and where all aspects of the continuous image relate to the whole (Boggs, 1991). Meanwhile in Cambridge dictionary, movie is a series of moving pictures shown in a cinema or television and often telling a story (CALD, 2008: 529). Furthermore, according to Andrew (Britannica.com) movie is a series of still photographs on movie, projected in rapid succession onto a screen by means of light.



## 2. The uniqueness of Movie

Movie as a form of expression is like any other art medium, with the essential qualities of other mediums woven into its own rich fabric. Movie uses fine art constructs such as lines, shapes, masses, volumes and other textures. Like painting and photography, movie also uses the subtle interplay of light and shadow. Like sculpture, movie also manipulates three-dimensional space. But like pantomime, movie focuses on moving images, and like dancing, moving images in movie have rhythm. Like the drama, movie also communicates visually and verbally through action, gestures, and dialogue. Finally, like a novel, movie expands or compresses time and space, moving freely back and forth within its vast confines

This is unique and differs from all other media in the quality of its free and constant movement. The continuous interplay of image, sound and movement allows the movie to transcend the static limitations of painting and sculpture in the complexity of its sensual appeal and its ability to communicate on multiple levels simultaneously. Movie transcends even drama in its unique ability to reveal from multiple angles, depict events, manipulate time, and convey a condensed sense of space. Unlike stage, movie can provide a continuous, uninterrupted flow that blurs and minimizes transitions without compromising the integrity of the story. Unlike novels and poetry, movie communicate directly through concrete images and sounds rather than abstract

symbols like words on a page. And the movie is open-ended, not only in its subject choice, but also in its approach to its material. Adopted from (quizlet, 2023)

### **3. Elements of Movie**

Elements of Movie is a way of structuring each scene of a movie and expressing the essence of the movie. Movie has his five elements: story, cinematography, sound, directing and editing. These five elements define a movie and help judge a movie. The first element of this movie is the story. A narration is similar to a movie plot, but a narration talks about the movie, the characters, and the world. The second element of cinema is cinematography, which is essentially "writing on the move." That's how the movie was framed, tinted and tinted with a unique photography method. Sound is one of the most powerful aspects of movie and is made up of three elements. Sound in movies consists of sound effects, dialogue, and music. Music usually shapes the audience's feelings and perceptions of the movie scene. Dialogue and sound effects are very important to immerse us in the world of the movie. Staging is virtually everything that happens in the context of a movie. Everything in the movie is important for directing. The final part of Elements of Movie is editing. Movie editors work hard to put together a whole movie from every scene. The editor is also responsible for cutting the movie. Scenes invisible to the audience. An example of a transition from one scene to the next. By analyzing movie

using movie elements, you will understand the true structure of movies and how they play a large role in the movie industry. To understand the original movies, it is important to understand them. Adopted from (pinoysandbox, 2023)

#### 4. Movie Genre

A genre is a movie category based on similarities in movie style, subject matter, aesthetic approach, and narrative elements. movie genre influences the style of storytelling and the application of visual approaches to emotions captured by audiences. For example,

Romance movies consist of story elements in which two people fall in love with each other in hopes that the audience will be absorbed in their love story. Of course, horror movies take a different approach and aim to instill a sense of dread in the viewer. Adopted from (studio antelope, 2023)

There are many genres of movie, and they have a variety of sub-genres that are just as varied. And here are some genres that are widely known:

##### a. Action / Game

Action movies typically feature battle choreography, explosions, gunfire, and more. From a story standpoint, action movies usually talk about characters whose lives must be put in danger.

**Action Movie Subgenres:** Disaster movies (action movies set in catastrophes), spy movies (action movies featuring spy or secret agent characters), and superhero movies (action movies featuring human characters with supernatural powers).

#### **b. Adventure / Adventure**

Adventure movies feature adventures and quests by the protagonist. The settings chosen are usually strange, unexplored (often exotic) locations where despair can strike at any moment.

**Adventure Movie Subgenres:** Samurai (adventure movie with samurai characters), Survival (adventure movie with a survival theme), Pirate movie (adventure movie with pirate characters).

#### **c. Comedy / Comedy**

Comedy is meant to make the audience laugh. The stakes are usually not as high as in action or adventure movies. Usually, it's "only" about personal happenings between the characters in the movie.

**Comedy Movie Subgenres:** action comedy (comedy with action movies), dark comedy (comedy with dark and satirical themes), mockumentary (comedy with a documentary approach), parody (comedy that parodies other movies), romantic comedy (comedy with romance) comedy), slapstick comedy (comedy) where the main content is physical jokes).

#### d. Drama

Drama movies feature characters facing situations that we can and may encounter every day. That said, drama movies are not without their problems.

**Drama Movie Subgenres:** Family dramas (drama movies that focus on family issues), melodramas (drama movies about high-profile, tear-jerking conflicts), legal dramas (drama movies with a legal background), medical dramas (medical world), political dramas (drama movies with a political background), youth dramas (drama movies focused on teens learning to grow up), docudramas (drama movies combined with documentaries).

#### e. Fantasy

Fantasy movies include several distinctive elements such as the afterlife, mythology, supernatural beings, and magic. Usually these are combined with other magical elements that take the viewer into a new world.

**Fantasy Movie Subgenres:** Contemporary fantasy (fantasy movie set in the author's current life/current situation), dark fantasy (fantasy movies with dark backgrounds and themes).

#### f. Horror

Horror is a type of movies genre intended to frighten the audience. Horror movies contain mystical elements such as

ghosts, demons, and demons. Some subgenres of horror use mutilation and torture to frighten audiences.

**Horror Movie subgenres:** Found Footage (horror movies with a documentary/found footage approach), Zombie Movies (horror movies with zombies as the main conflict), Slasher Movies (horror movies with sharp objects or body mutilation scenes as the main footage), Monster movies (horror movies with monsters/vampires/other creatures as the main plot), paranormal horror (horror movies with ghosts or supernatural powers as the main plot).

#### g. Romance

Romance movies are made with the intention of engaging the viewer by watching two people fall in love in the movie. The audience was soothed and wanted to be together.

**Romance Movie subgenres:** Romance fantasy (romance movie with fantasy elements), erotic romance (romance movie in which the intimacy of the characters is the core of the story), historical romance movie (romance movie with historical background).

#### h. Science Fiction

Science fiction movies, mostly sci-fi or abbreviated as sci-fi in Indonesian, are a type of genre set in a different world situation



than today. It could be the future, or it could be somewhere far away.

**Sci-fi Movie Subgenres:** Dystopian movies (science fiction movies set in a world that is already terrifying and we don't want it), post-apocalyptic movies (science fiction movies set in a world after a major event that destroyed civilization) , cyberpunk (sci-fi movies are already set in a world where the latest technology has been developed), steampunk (sci-fi movies set in a world where steam engines are still used), space opera (sci-fi movies with melodrama set in space) approach ).

#### **i. Thriller**

A thriller or suspense story is a type of genre created to instill suspense in the viewer. Unlike horror, which focuses on action with supernatural powers and combat, thrillers tend to aim to instill fear in the audience through more realistic scenes.

**Thriller Movie Subgenres:** psychological thriller (a thriller movies that creates paranoia to toy with the audience's psychology), mystery movies (a thriller movies with the search or disclosure of mystery as the main plot).

### **5. Advantages of Movie**

People are are curious into movies now. We may be able to learn a lot from watching movies without realizing it if we manage them

effectively. Many people use movies to get rid of negative thoughts or to recharge their minds. Watching movies is fun, especially when you watch them with friends and family. adopted from (targetstudy, 2018)

This are the benefit of watching movie in a wide range for us and entire society which consist of:


**a. Entertainment:** Movies are a popular source of entertainment.

People of all ages, young and old, educated and uneducated, want relaxation. Watching a movie in a theater can be an exciting experience in itself. Because many people do the same. The audience laughs together, applauds, and shares much of the same sentiment. This joint effort by the audience makes the experience more enjoyable and enjoyable.

**b. Socialising Activators:** Movies are socially stimulating, allowing strangers to connect with each other. We all watch movies, and this is the element we all have in common. This common denominator can start or continue a conversation with a stranger. We have an opinion about movies, but it also helps us socialize through conversation and discussion. When we go to the cinema or theater to see a movie, we connect with friends, relatives, colleagues, and more.

**c. A Lesson of Teamwork:** Movie is a collaborative effort. It requires actors, cinematographers, directors, make-up his

artists, writers, visual effects specialists, technicians, and more. When everyone praises this movie, it shows the power of teamwork. It's also a lesson for everyone. Teamwork pays off. Some movies themselves are themed around teamwork. This is articulated in the viewer's visual experience of the lesson compared to the book lesson.




**d. Movies Stir Our Imagination:** The strangest, most extreme, most incredible things are shown on movie. Some movies are based on cartoon characters, novels, and drama adaptations. They bring inanimate objects to life, but it takes imagination. Both viewers and moviemakers develop ideas towards their own personal goals. Your audience's audio-video inspires your imagination, and your feedback inspires your broader imagination.

**e. Showcase of World's Art and Culture:** Many customs and traditions from different parts of the world are depicted in the movie. We can stay at home and virtually travel to places we could never imagine being there. Most movies depict foreign customs and art. They give us insight into human activity and give us a better understanding of people in the world.

**f. Movies Educate Us:** Movies is a hodgepodge of different disciplines, showing us history, culture, science, technology,

politics, and more. These areas are not limited to any particular region. These tell us about different geographical regions in different time periods. In fact, visual mediums are a better means of teaching because visuals retain information for a longer period of time. Even uneducated people can benefit from the content of the movie. Because all you need to understand classic literature and high-fidelity movies is your eyes, not your reading and writing skills.



**g. Art Form:** Movie is a universal art form, a platform for expressing and communicating one's thoughts and feelings. People have ideas and use movies through Cinemascope to express their opinions and points of view. Some want to recreate historical events, while others let their imagination run wild. They create beautiful landscapes, evocative moments, happy environments, etc. for the purpose, which becomes their own style and art form. These inspire others to create their own presentation art.

**h. Movies are Mirrors to Society:** Movies are inspired by our everyday lives, but partly or fully is another story. Various movies deal with history, mythology, science and social issues. They reflect both current and past societies. The movie explores the aftermath of war, social grievances, political strategy,

human rights violations and many other sensitive issues. Broader platforms like cinema are the most effective way to present these issues and raise public awareness. They raise awareness, strengthen civil rights, and ensure public morality and its spread.

- i. Movie Inspire Us:** Movies inspire us in more ways than we can imagine. We can be deeply inspired by moving movies. movie gives us courage, wisdom, insight, experimentation, loyalty, determination and other virtues that keep us positive. Most stars, directors, etc. have histories of struggle and hard work. These examples are a source of inspiration in their own right, albeit indirectly. When a movie wins a particular award, we get the urge to excel in that particular field.

#### **D. The Martian**

##### **1. The history**

As a contemporary science fiction novel, "*The Martian*" has a long and rich history behind it. The genre dates back to the publication of Mary Shelley's *Frankenstein* in 1818. It was expanded by authors like Jules Verne, Robert Louis Stevenson, H.G. Wells, and more. As the genre progressed, authors like Isaac Asimov and Arthur C. Clarke flourished. Robert Heinlein's *A Stranger From a Strange Land* is a landmark novel in the genre.

This famed science fiction novel told the story of a man born during a Mars mission and left on Mars after his parents, astronauts, both died. He was raised by Martians and then returned to Earth to learn about his home. "*The Martian*" is an example of "hard" science fiction in that it is focused more on the science part of the genre than any social implications, as "soft" science fiction is.

The novel was informed by historical space exploration, dating to the first successful moonwalk in 1969 by Neil Armstrong. Weir spent a great deal of time studying everything from botany to space travel to ensure that the novel is as realistic as possible. He would have been well aware of NASA's history, including the first unmanned missions to Mars. The first was Mariner 3, the first attempt to orbit Mars, which failed in 1964. It was followed by several more Mariners, all of which were successful. These orbiters sent back photographs of the planet's surface and important data.

Viking 1 and 2 were unnamed probes that landed on Mars in the 1980s and sent back even more data, all of which informed NASA and the general public about the planet. More recently, Mars Exploration Rovers landed in 2004 and 2018, returning surface data to Earth. The Opportunity rover landed on one side of the planet and the Spirit Rover on the other. The former features in "*The Martian*". Towards the end of the novel, when the character Mark Watney is almost to the MAV,



he is tempted to detour the Opportunity to use its systems to communicate with Earth.

In 2012, the Curiosity rover determined that Mars was at one point capable of supporting life. This historical moment may have played a part in inspiring Weir to write *"The Martian"*. Throughout the novel, readers can find references to the Apollo 11 moon landing in 1972 and the Apollo astronauts more broadly. Watney refers to how "cool" they were. In comparison to the equipment Watney has available. The Apollo astronauts had nothing. He also references the 1997 Pathfinder mission, an unmanned probe that landed on Mars and played an integral part in the novel.

And after so many years, Ridley Scott initiate a movie with the title *"The Martian"* based on a screenplay by Drew Goddard that was adapted from Weir's 2011 novel of the same name. 20th Century Fox optioned the novel in March 2013, and producer Simon Kinberg was attached to develop the novel into a movie. The following May, Goddard entered negotiations with the studio to write and direct *"The Martian"*. Goddard wrote a screenplay for the movie and Matt Damon expressed interest in starring under Goddard's direction. Goddard then pursued an opportunity to direct Sinister Six, a comic book movie about a team of supervillains. Kinberg then brought the book to Scott's attention. In May 2014, Scott entered negotiations with the studio to direct the movie with Damon cast as the movie's stranded astronaut.

Scott said he was attracted by the emphasis on science and thought a balance could be struck between entertainment and learning. Damon said he was attracted by the novel, the screenplay, and the opportunity to work with Scott. Following Scott's commitment, the project picked up the pace and was quickly approved. Adopted from (bookanalysis, 2023)

## 2. Movie Identity

Theme	: Struggle for Life
Genre	: Science Fiction
Director	: Ridley Scott
Producer	: Simon Kinberg Ridley Scott Aditya Sood Michael Schaefer Mark Huffam
Scenario maker	: Drew Goddard
Editor	: Pietro Scalia
Production House	: Scott Free Productions, Kinberg Genre, TSG Entertainment
Distributor	: 20th Century Fox
Duration	: 141 minutes
Cast	: Matt Damon Jessica Chastain Kristen Wiig

Jeff Daniels

Michael Peña

Kate Mara

Sean Bean

Sebastian Stan

Chiwetel Ejiofor

Aksel Hennie

Donald Glover

Benedict Wong

Language : English

Release date : 2 Oktober 2015

### 3. Synopsis

Starting when NASA's Ares 3 mission encountered a problem. A severe storm stopped their research on the surface of the planet Mars, the crew was ordered by their commander to abort the mission and return to earth. However, botanist Mark Watney was struck by debris from the storm and disappeared. The Ares 3 crew made their way back to Earth without him.

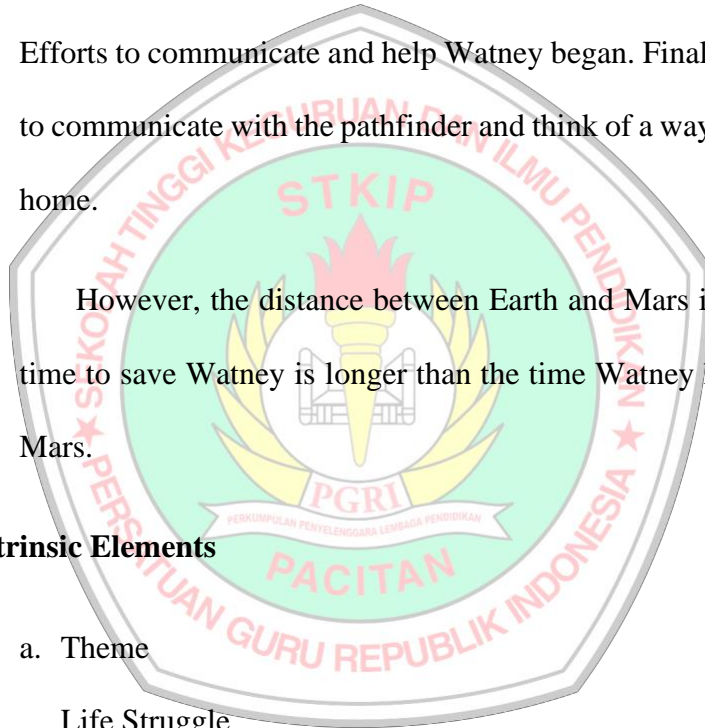
But Watney has survived and finds himself stranded and alone on a terrifying planet. With little logistical supplies, he survived in the camp that was originally used by the Ares 3 crew while on Mars. He relied on available equipment and abilities as best he could, fortunately

he was an expert botanist. He thought of a way to grow plants on the planet mars.

Watney also uses ingenuity, intelligence and passion for survival to find a way to send a signal to earth to show that he is still alive. He also tries to travel to Ares 4, the next NASA mission.

On earth, NASA caught a signal that proved Watney was still alive. Efforts to communicate and help Watney began. Finally they were able to communicate with the pathfinder and think of a way to bring Watney home.

However, the distance between Earth and Mars is very far, so the time to save Watney is longer than the time Watney has to survive on Mars.



#### 4. Intrinsic Elements

##### a. Theme

Life Struggle

##### b. Plot

Single, because it tells the struggles of Mark Watney in life

Planet Mars until help arrives.

##### c. Setting

###### 1) Time

a) Morning

b) Afternoon

c) Night

2) Place

- a) HAB Laboratory
- b) Mars
- c) NASA
- d) Jet Propulsion Laboratory
- e) Hermes Space Vehicle
- f) Ares 4 Landing Site

3) Atmosphere

- a) Warm
- b) Panic
- c) Sad
- d) Strained
- e) Happy

d. Characterization

1) Mark Watney

- a) Optimist : When dealing with anything, Watney always responded with cheerfully. He keep moving forward.
- b) Hard Work : The spirit of survival. Finding the way out of problem faced.
- c) Arrogance : Sometimes does not listen to



orders of his leader. Makes decisions of his own.

2) Vincent Kapoor (Mission Director)

- a) Hard Work : Attempting to rescue Watney on Mars. Monitoring Watney from Earth.

3) Commander Melissa Lewis (Crew of Ares 3)

- a) Learn from mistake : Take the risk of not risking other crew member.

4) Crew of Ares 3

- a) Loyal : Willing to pick up Watney even though their return was postponed.

5) Bruce Ng (Director of Jet Propulsion Laboratory)

- a) Hard Work : Attempting to rescue Watney on Mars.

6) Annie Montrose (Director of Media Relations)

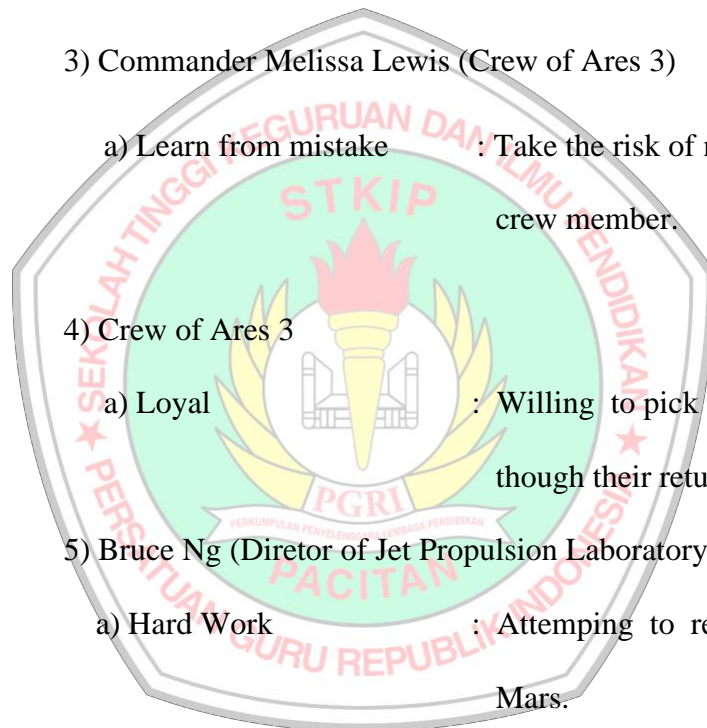
- a) Obedient : Obey the leader who gives order.

7) Theodore "Teddy" Sanders (Director of NASA)

- a) Less Thoughtful : Often provide policies that are not appropriate.

8) Mitch Henderson (Director of Hermes Flight Mission)

- a) Hard Work : Attempting to rescue Watney





on mars.

9) Rich Purnell (Astrodynamics Expert)

- a) Resilient : Have a great curiosity to solve the problem to pick up Watney.

e. Point of View

Third person who knowing all

f. Mandate

Problems usually take turns, in dealing with problems we have to be smart to solve it, don't get down on the problem. Always be optimistic in life. Not leave friends in a problem.

**5. Extrinsic**

a. Background of the Director

Sir Ridley Scott is an English director. He was born in South Shields, Country Durham, North East England, November 30, 1937. He was born just before the second world war, he grew up in an army family so his father who was an officer in the Royal Engineers was not always present during his youth. He also has an older brother named Frank and a younger brother named Tony, who is also a movie director.

He attended Grangefield Grammar School and West Hartlepool College of Art from 1954 to 1958 and gained a diploma in design. Scott also went on to study at the Royal College of Art in

London, and contributed to ARK the college magazine and helped set up the college's movie department. In February 1963 Scott was named "Designer" for a BBC television program, about the severe winter of 1963. After graduating in 1963, he secured a job as a trainee set designer with the BBC, which led to work on the popular television police series Z-Cars and the science fiction Out of the Unknown.

Ridley Scott's directing debut was in 1965 with the short movie Boy and Bicycle, starring his younger brother and father. His career took off with a television series. 1977 was Ridley's feature movie directing debut with The Duellists. He rose to fame directing such major movies as Alien, Blade Runner, Thelma & Louise, Gladiator, Black Hawk Down, Matchstick Men, Kingdom of Heaven, and American Gangster.

Ridley Scott received the highest honor in the realm of movie directors by receiving the Lifetime Achievement Award from the Director Guild of America (DGA). The award is only given to those directors who have spent their age and time to produce great works in the history of the movie industry. Over 50 years of work, Scott has also won many awards, both Academy Awards or Oscars, Golden Globes, BAFTA, Saturn Awards, Sattellite Awards, Cannes, Emmy Awards and so on. No wonder then that the DGA gave Scott the highest honor, the Lifetime Achievement Award.

He is also known as a director with a high concentration in visual style. He is also recognized for his ability to create historical settings, as well as his imagination in future cityscapes. This can be witnessed from his movies of various genres.

Scott's achievements made his home country, England, proud, and he was knighted by Queen Elizabeth II at Buckingham Palace in 2003. Not only that, the director was also given an honorary doctoral degree from the Royal College of Art, London, England in 2015.

Adopted from (Kiddle Encyclopedia, 2023)

b. Religious Value

Always believe God will save His servant who in need of help.

c. Moral Value

A culture of loyalty, which is helping friends who are in trouble. difficulties.

d. Social Value

Fellow human beings have Sympathy and Empathy, by trying to solve the problem of bringing Watney back to Earth.

e. Cultural Value

In any situation, whether happy or difficult, always remember God.

## E. Movie as Educational Media

### 1. Concept of Movie as the Media in Education

Movie has developed rapidly with the development of existing technology. Movies have different functions. Movies are not only entertainment, they also serve as a learning medium. movie is a communication tool that truly supports the effective learning process. What you see and hear is remembered faster and easier than what you can only read or hear (Lusiana, et. all, 2018). This means that using movie media as a learning medium or source of learning can help viewers create more powerful emotions through active communication and interaction for better and more complete implementation of the learning message to be conveyed.

Movie are presented on electronic media. The messages presented in electronic media are informative, educational, and entertaining, making easily understood by all segments of society. In addition, we also provide audience suggestions, suggestions, imaginations and emotions. Due to the nature of audiovisual communication, news items are received more quickly (Darwanto, 2007). Mass media messages have a fundamental advantage over non-mass media in getting the message across to the general public. The program includes several groups, for example programs for children, adults, families, etc. Students should be motivated by presenting some of her examples, explanations and instructions so that the audience can easily imitate the message of the movie.

Based on the above description, the use of audiovisual equipment aims to demonstrate the effectiveness and efficiency of the teaching and learning process so that children can develop their logical thinking and imagination.

Audiovisuals are very helpful for learning, these tools allow the audience to re-observe in greater detail, and observation gives audience a sense of depth and improves memory. Movies are also a source of context-rich, authentic material that can be used to teach listening and pronunciation. Watching movies helps you improve your listening skills, familiarize yourself with the spoken language, and better understand the dialogue in movies.

Movies can be good authentic learning materials for listening skill, because they contain dialogues from highly proficient English speakers, which could contribute to an easier understanding of their pronunciation. Movies allow students to access to more information in listening. That is, the audiences can listen and see what is happening at the same time (Aryuliva, 2014). It means that movie has some very important advantages such as Improving listening skills and pronunciation by watching and listening to the dialogue spoken by the player in the movie.

Students can keep their motivation and attention high by listening to something that is relevant and interesting. He further argues that the movie conveys real situations, intonation, and pronunciation, giving students real context. Learners are now able to take advantage of the nonverbal behaviors and paralinguistic features of the spoken text, allowing learners to develop listening skills in a broader context. it is because the movie contains a lot of settings, dialogue, meaningful expressions, a wide range of vocabulary, phrases and even sentences. Plus, the movies are watched and dubbed by native speakers, so you get the correct pronunciation. Based on the above

explanations, it can be concluded that the use of media movies improves listening and speaking skills because the audience sees and hears the observed object directly, giving rise to interest in knowing and digging deeper into the story and being able to find moral messages in the movie.

## 2. Relation between Movie and Education

Technology is transformative. It changes as it is used and it changes those who uses it. Ideals for improving the technology arise, and the new technology takes it even further, increasing speed and complexity. Advances in solar energy, radio, and television are transforming other areas of our lives. formation of technology is very important to the community in terms of socialization and interaction. Cinema is not a language, but since there are languages, some of the methods used to learn languages can be beneficially applied to the study of movies. The

movie is a powerful teaching tool because it combines ideas with emotions. Studies show that people learn and remember best when their emotions are activated. The visual imagery of the movie is also an important factor in its effectiveness as a learning tool (Nicole, 2018). The movie's drama as storytelling is another key feature that makes the movie a useful learning tool.

Additionally, there is a very close relationship between movies and education, and now movies can be a powerful medium for parents to instill life values in their children. This movie can be used as a learning medium



to instill good values in children by watching movies. From the above description, it is clear that movies can be used as a learning medium to teach good values, if it is wise for parents to accompany their children to watch movies. Still, parents should help their children watch movies.

### 3. Teaching English Using Audio Video Combine With Humanistic

#### Approach

##### a. Pre activity:

- 1) Opening: the teacher thinks of an opening greeting and checks the attendance list of students.
- 2) Brainstorming: the teacher motivates while playing small games as ice breaker.
- 3) Introduction to material: the teacher introduces learning material of audio video to students and ensure that students understand the learning material first.

##### b. Main activity:

- 1) Submission of material: the teacher prepares the device to be used and immediately delivers the material in the form of audio video.
- 2) Assignment: students are asked to analyze the video to then conclude on the answer sheet.

##### c. Post activity:

- 1) Scoring: the teacher collect the answer sheet and makes an assessment.
- 2) Closing: the teacher deliever the conclusion of the material and then close the class by greetings.

## F. Pevious Researches

1. Hutomo, (2019) *An Analysis of Subtitling Strategy Used in "The Martian" Movie*. This study aims to describe the subtitling strategies used by the translators of "The Martian" movie. This research focuses on analyzing the most subtile strategies used to translate the martian movie script into Indonesian.  
The research shows that there are six subtitle strategies used in the movie. These include paraphrase, transfer, imitation, condensation, decimation, and deletion. While the subtile strategies that are not used are resignation, expansion, transcription, and dislocation. The most widely used strategy is the transfer strategy, which is 950 (74.74%) data. The other strategies are paraphrasing 152 (11.96%) data, imitation 134 (10.54%) data, condensation 25 (1.97%) data, depletion 4 (0.31%), and deletion 6 (0.47%).
2. Utomo, (2018) *Mark Watney's Needs to Survive in "The Martian" by Andy Weir*. This research aims to examine the main character in the movie the martaian, namely Mark Watney. Researchers want to reveal how Mark Watney's struggle to survive on mars after he was hit by a disaster when a mars dust storm hit his hub location. The rest of this research also wants to



emphasize how Mark Watney meets his life needs while he is on mars, including physiological needs, safety needs, belonging needs, esteem needs and self-actualization needs.

The result of this study is, the researcher found that from the lowest to the highest needs, the main character gets different obstacles, especially in the needs of belonging and esteem. But a strong desire leads him to fulfill all these needs. Then, in self-actualization, the main character survived and returned to earth. In short, the main character must meet his lowest needs first and then the highest to survive.

3. Mukaromah, (2020) *AN ANALYSIS OF MORAL VALUE ON "THE MARTIAN" MOVIE (BY RIDLEY SCOT)*. This research discussed the moral values in "The Martian" movie by Ridley Scot. The moral values were found out by using Hartmann's theory. This research focuses on the moral values found in "The Martian" movie by Ridley Scot, and moral values applied by the main character in solving the problems in their life in "The Martian" movie by Ridley Scot.

After analyzing the movie, this research found some moral values in three groups according to Hartmann's theory. The first group contains wisdom, courage, self-control. The second group contains brotherly love, trust and faith. The third group contains radiant virtue, personality. The moral value that showed by Mark Watney as the main character from this movie was applying courage, self-control, brotherly love, trust and faith, and personality in solving the problems in daily life.

4. Meidha, (2017) *THE TRANSLATION SHIFT ANALYSIS OF NOMINAL GROUPS IN "THE MARTIAN" MOVIE SUBTITLE*. This study aims to analyze the translation shifts of nominal phrases in the subtitles of "The Martian" movie, and investigate how the translation shifts affect the meaning.

Data analysis shows that the translation process includes single and multiple translation shifts. In single translation shift, structure shift is the most dominant category of translation shift (75.7%). In multiple translation shifts, the most dominant category is a combination of structure and intra-system shift (12.6%). The data analysis also shows that the translation process includes a combination of unit and intra-system shift (0.8%), and a combination of class and unit shift (0.3%). Translation shifts can affect the meaning. There are 37 nominal phrases that experience meaning shifts due to translation strategies. The implication of this study relates to the importance of understanding linguistic features as an option to convey certain meaning in another language.

5. Prastiti, (2019) *MARK WATNEY'S SURVIVAL ON MARS IN THE NOVEL "THE MARTIAN" BY ANDY WEIR*. This research aims to analyze two research question; (1) How does Mark Watney's struggle to survive on mars? (2) How dows he overcomw his problem during his stay on Mars? Base on the novel wit the same name "The Martian" by andy weir.

The finding of the research (1) Mark Watney's struggle to survive on Mars are finding being resilience, Mark Watney is a resilient man. He is determined to do something and hard work to survive. Being optimist Mark Watney always think future oriented and optimist, he sees the good side of his problem as starten on his novel. Being creative, when started on mars, Mark Watney are forced to make stuff useful in the uncommon ways not in the way it was created and being funny to prevent stress. (2) the way overcme to solve the problems is using science. In order to reach his food needed, he plant potatoes on Mars. In orde to create his potato farm, he heed a lot of waters. He uses chemical to make water from rocket fuel.

From the five sources above, there is no similarity in the use of the humanistic approach in their research, the tendency of the above research is more directed towards researching novels and translations, while the rest examines the main character and moral values in the movie "The Martian". Therefore, this research has its own uniqueness as a differentiator from other studies.

## G. Conceptual Framework

