

CHAPTER 2

REVIEW RELATED LITERATURE

This chapter, present the theories needed to support this research. Researchers divide the theory into several points. They are:

A. Conflict

Simon and Schuster (1966), argue that conflict appear to build a plot; from beginning, middle, and the end of the story. Characters, plots, settings, themes, and other components all contribute to the development of the tale of a movie. These components complement one another. Conflict here is produced as a result of their interaction. A novel or movie needs conflict to keep things interesting and moving along. Additionally, it's because audiences want to know what will happen next and how the character will handle it.

B. Conflict Management Strategies

Conflict management strategies are essential in handling conflict. Through managing conflict, people can develop and maintain cooperative relationships where they combine their different perspectives to solve problems Dean and Mary Tjosvold (1995, p.184). There are a few potentially effective conflict management techniques that have advantages in different situations.

Deetz and Stevenson, in their book *Managing Interpersonal Communication* (1998), give their brief explanation about conflict management strategies and divide them into five, namely: avoidance, pacification, competition, compromise, and creative integration (p. 210-218).

1. Avoidance

Conflict avoidance is a popular and passive method of dealing with it. Avoiding the circumstances in which conflict can happen, giving in to the other in a conflict situation, or deciding to postpone the confrontation to a later time and place are all examples of conflict avoidance. When a better time and location for the issue can be found in the future, avoidance is a good technique. Avoidance, on the other hand, maybe a negative way of dealing with conflict. This method is typically employed when the problem is minor, and other concerns are more pressing.

2. Pacification

The pacification strategy works to block the discussion of a conflict issue by undermining rather than avoiding the conflict discussion. Pacifying messages appear to deal with the problem but actually, subvert the conflict discussion. It debilitates individual and relationship problem solving by incapacity decision making, and it can expand the complexity of the issues, leaving them more challenging to address in the future.

3. Competition

When each person in a conflict decides to win in order to acquire what they want, this is referred to as competition. Argumentation is the greatest way to resolve a problem based on differences of opinion or information. Good discussions and useful responses build connections in this situation, but they are harmed when people lose sight of the subject and merely want to win. Competition can be an effective solution for conflict based on conflicting ideas and relatively simple circumstances of limited resources or incompatible aims as long as the goal of maintaining a nice relationship is prioritized over winning a particularly tight competition.

4. Compromise

A compromise is an approach with a desire to keep everyone a little happy, perhaps not as comfortable as they would have liked, but more satisfied than they would have been lost. The actual working of compromises, however, does not maximize collective satisfaction. Instead, it equalizes the dissatisfaction of the participants. It works to make sure no one is unhappy than others rather than to assure happiness. Compromising tends to reduce the morale of participants in the relationship rather than invigorate the relationship, solve problems; compromise tends to relieve energy and evoke passivity.

5. Creative Integration

Creative integration is the most difficult and time-consuming technique, but it provides the best chance to meet each participant's goals and strengthen the long-term relationship. Conflict integration tries to break the conflict context by illustrating that one way of looking at a conflict is not the only way to solve it. One has the option of viewing the conflict in a different context rather than examining it in the current one.

Creative integration has three steps process, those are:

- 1) Identify each participant's goals.
- 2) Combine all participants' goals and conceive of them as if they were all the desires.
- 3) Identify activities and procedures that may accomplish many, if not all, of the listen-to goals and demands.

These may differ significantly from the suggestions made by the participants at the outset. (Deetz and Stevenson, p. 217, 1986)

C. Plot and Setting

1. Setting

The term setting refers to the point in time and space which the events of the plots occur. Everything that happens somewhere at some times. In the word setting is an elements of fiction which reveals to us where and when an events take place. Often the setting in the work of fictions is little more than reflection of a truth that things have to happen somewhere. Setting in a place involved the actual geographical location, including topography, scenery, even the details of a room's interior (Kenney, 1966).

2. Plot

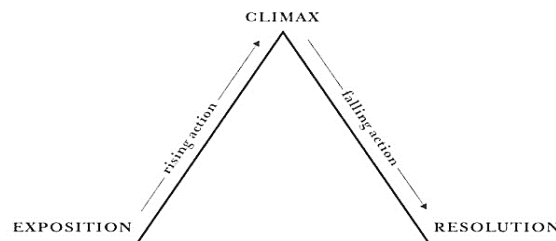
This theory is needed in order to analyze the plot that exists in the story. The development of the plot in the study will be based on the pattern of development stated in this theory. Robert and Jacobs' *Fiction: An Introduction to Reading and Writing* stated, A plot is a plan or groundwork for a story, based in conflicting human motivations, with

actions resulting from believable and realistic human response (Robert, 1987).

It means that a conflict is the basic part that needs to be created in order to establish a set of events in forming the story. A conflict will determine the next action or situation. It will be the determinant factor to create a major structure of the story.

Thus the plot of a story is the establishment of a conflict and the consequences, variations, and developments that stem from it. Based on the statement, plot is important in making the arrangement of the story. Plot is the idea that determines how the story will flow. Plot will relate one action to another in order to make a good organization of the story. In well-plotted story, nothing is irrelevant; everything is related. In the story, time is important not simply because one thing happens after another, but because one thing happens because of another.

There will be the following aspects that form the backbone, skeleton, or pattern of development.



Picture 1 the Structures of Plot

a. Exposition

Exposition is the laying out, the putting forth, of the material in the story: the main characters, their backgrounds, their characteristics, goals, limitations, and potentials. It presents everything that is going to be important in the story.

b. Complication

The complication marks the onset of the major conflict in the story. The participants are the protagonist and the antagonist, together with whatever the ideas or values they represent, such as good and evil,

individualism and collectivization, childhood and age, love and hate, intelligence and stupidity, knowledge and ignorance, freedom and slavery, desire and resistance, and the like.

c. Crisis

The crisis is the turning point, the separation between what has gone before and what will come after. In practice, the crisis is usually a decision or action undertaken in an effort to resolve the conflict. It is important to stress, however, that the crisis, though a result of operating forces and decisions, may not produce the intended results.

d. Climax

The climax is the high point in the action, in which the conflict and the consequent tension are brought out to the fullest extent. Another way to think of climax is to define it as that point in a story in which all the rest action becomes inevitable.

e. Resolution or denouement

The resolution (a releasing or untying) or denouement (untying) is the set of action bringing the story to its conclusion. The major actions are completed and the final action, the walking, underscores the note of finality.

D. Social Status (Poor Condition/Poverty)

Social status is a person's place in general in his community that relates to other people, relationships with other people in his social environment, prestige and rights and obligations (Soerjono Soekanto 2007).

The problem of poverty is considered as part of an important problem that has a major influence on individual and social life. Poverty is a life problem that has long been faced by humans. Various social rulers and systems are unable to provide a way out of these of rampant crimes and conflicts between humans in the middle of our lives.

According to Sudaryanto dan Rusastra states that the criteria of poverty are:

1. most of them are living in rural areas
2. their family size are bigger than the average
3. their main source of income is agricultural sector

4. lack of resources
5. low quality of human resource
6. low income
7. most of income is used for basic needs
8. tend to have food insecurity.

E. The Greatest Showman

The Greatest Showman is an American film adapted from the true story of the journey of a legendary figure in the entertainment world named Phineas Taylor Barnum or known as P.T. Barnum in building one of America's greatest circus shows of the 1860s.

This story starts from the childhood of P.T. Barnum (Hugh Jackman) who is only the son of a tailor with big dreams. However, misfortune befell him where his father died when he was still a teenager. Since then, his life was homeless and to continue his life he always tried to steal food.

F. Previous Study

Fitri Amriani published the first study, Lady America's Internal Conflict in Kiera Cass's Novel "The Elite," in 2014. The author of this study comes to the conclusion that Lady America experiences 18 data of internal conflict. Her dilemma, mixed feelings, fear, which prevents her from achieving her goal, guilt or shame, and identity conflict are the causes of her internal conflicts. On the basis of Sobur's theory, the author also discovered a kind of internal conflict. There are five conflicts involving approaches, seven conflicts involving avoidances, and two conflicts involving avoidances. Based on the Alex Sobur theory, this research should help clarify the nature of internal conflict.

Ketut Nudhi Angga Bramaditha and Yana Qomariana researched the second previous study, titled "The Analysis of Conflict of the Main Character in the Movie I am Sam," in 2020. This study focuses on describing the role and category of the protagonist as well as the protagonist's external conflicts. The main character in the film I am Sam was classified for analysis. The theories were then used to group the data. In the American drama movie, "I am Sam", the riveting story of Sam, a father with mental illness who raises his daughter

Lucy with the help of a unique group of friends, is told. The category and function were examined using Wellek and Warren's (1995: 227) theory, which divides characters into two types: static and dynamic characters, as well as Protagonist and Antagonist characters.

The third is Damayanti conducted research on analysis main character's conflicts in Maleficent movie in 2021. This study focuses on how the main character overcome her conflict. The author described the external and internal conflicts on her study. The author also discovered that in Deetz and Stevenson's book, *Managing Interpersonal Communication* (1998:210-218) there are 5 conflict management strategies. They are avoidance, pacification, competition, compromise, and creative integration.