

CHAPTER I

INTRODUCTION

In this chapter, the writer explains about the introduction of the research. There are about background of the study, formulation of research problems, objectives of study, significances of the study, scope and limitation of the study, and key terms.

A. Background of the study

According to Richards, et. al., (2002, the world as a second language and ap.283) :

“Language is the system of human communication which consists of the structural arrangement of sounds (their written representation) into large units, e.g. morphemes, words, sentences, utterances, etc”

Based on the quotation above, it can be interpreted that language is used as a media to communicate each other. Language plays an important role because everyone can tell and express their opinion, idea, feeling or anything else to other people. There are many languages in the world, one of them is English. Nowadays, many countries use English to communicate both in spoken and written forms, as stated by Floris (2010:42) that English as a native language is used by people from all over the world as a second language and a foreign language, however even functions as a lingua franca among non-native speakers. It means that learning English is useful for people in communication, although we come

from different countries.

In Indonesia, English is used as the foreign language and also becomes the main subject to be learnt from junior high school until university level, as stated by Supri (2012:297) that English is one of the languages that should be mastered by people to compete in the current area of globalization. In learning English, there are four skills that should be mastered by people, they are listening, speaking, reading and writing. To master those four skills, it should be supported by language components such as vocabulary, pronunciation and grammar.

There are many ways to learn English, one of them is by using media, as stated by Ihsanudin (2014, p.1) that media as a tool to give the information, whether the electronic or printed media to spread many information. Movie is used as media in learning English. Watching movie can give many information, imaginations and inspiration for people, as stated by Almutari (2004:4) that most of movies were adapted from books or novels, not only that but also the movies can be adapted from true story which give many motivations and inspirations. To develop people's motivations in learning English, watching movie is not only as interesting media but also it can be introduced for the students about educational values.

One of the interesting movies is “*Spider-Man 2*” directed by Sam Raimi, it was written by Alvin Sargent from a story by Alfred Gough, Miles Millar, and Michael Chabon. By watching movie, people can take something to be learnt such as psychological, conflict, educational value, moral lesson, experience etc. For this case, the writer focused on analysis of educational values because it can influence us to the positive way. We can know the educational value from the conversation, when Peter Parker said to himself “But I can't. I will never forget these words: “With great power comes great responsibility”. In further development, the intrinsic factor in the movie such as characterization (protagonist and antagonist), plot and conflict showed many educational values for our life. Based on the explanations, the writer expects the readers are able to get many educational values by watching Spiderman 2 movie.

Therefore, this study was intended to **analyze the educational values in Spider-Man 2 movie.**

B. Research Problems

The problems are related to the study on educational values in “*Spider-Man 2*” movie, the research problems can be formulated as follows:

1. What are the educational values found in “*Spider-Man 2*” movie?

2. How the educational values are presented in the movie?

C. Objectives of study

Based on the problems of the research, the objectives of the research are presented below:

1. To analyze the educational values that included in “Spider-Man 2” movie.
2. To find out the ways educational values presented in the movie.

D. Significances of the study

1. Theoretically

The result this study is expected to be beneficial to the world of literature and can contribute to the development of value education.

2. Practically

- a. The Students:

This study is aimed to give one learning reference, especially in literature in the term educational value that can find in the movie.

- b. The Teacher

This study is aimed to be an additional information and instrument for teaching Literature.

- c. Others Researcher

This study can be an inspiration and secondary

data to the others researcher who interest to conduct study about educational values in movie.

E. Scope and Limitation of the Study

In order that there is no confusion and extension of understanding or deviation from the purpose of studying problem, the writer limit the subject of the study.

The scope in this research is selected “Spider-Man 2” movie.

The limitation of the study is to analyze educational value in *Spider-Man 2* movie. The writer of this research limits the study on script in the movie.

F. Definition of Key terms

In order to give a clear comprehension and guidance for the readers to understand the whole of the study, the definition of key terms are given as follow:

1. Educational Value

Education value is the spirit of education, so wherever they are taught the value of education will present itself. Educational value not only can be found in academic processed but also can be found in anything experience. Educational value is also a process of increasing the overall character of a student, includes character development,

personality development and spiritual development, it develops a sensible person with strong character and values.

2. Spider-Man 2 Movie

Spider-Man 2 is a 2004 live action, superhero film, based on the Marvel Comics character Spider-Man. The movie is a sequel to Spider-Man (film) and set two years after the previous film. It is the second installment of the Raimi Spider-Man Trilogy. The film focuses on Peter Parker struggling to balance his personal life and his crime-fighting life as Spider-Man. When scientist, Otto Octavius becomes a supervillain, known as Doc. Ock or Doctor Octopus, after a failed fusion experiment leaves him fused to four mechanical tentacles, he attempts to recreate the fusion experiment that threatens to destroy New York City and Spider-Man must stop him from doing so.

3. Movies.

Movie is a series of moving pictures that recorded with sounds to tell the story, it was shown at the cinema, theater and also on television. Movie is also known as a film. The visual images of film in a movie are also a key element to their effectiveness as a learning tool. Every kinds of movie has characteristics that always amuse and entertain the audience.