CHAPTER II

REVIEW OF RELATED LITERATURE

In this chapter, several theories will be discussed to support this research. These theories are used to underlie problem solving. In this study will be described several theories about the definition of literature, character, personality, film, biographical film *The Pursuit of Happyness* and previous related studies.

A. Literature

The term literature, comes from the Latin 'littera' which means letter. Literature is the study of human language. Literature uncovers part of people's minds and allows people to share their thoughts with others. Literature can also be interpreted as a beautiful and complex artistic expression. According to Professor Olaofe Isaac Ade cited in (Lubis, 2020), literature is an expression in words (written or spoken) specifically arranged in an acceptable and pleasant pattern. Literature is divided into three types, they are poetry, drama, and prose.

Some people understand literature as the art of language, the expression of feelings, thoughts, ideas, passions, and beliefs. Literature is a term used to describe written or spoken material. The term is commonly used to refer to works of creative imagination include poetry, drama, fiction, and non-fiction. Some experts have different opinions regarding to the definition of literature based on time and social condition.

Meyer, cited in (Latif M., 2016) states that Literature is a term used to describe written text that is characterized by careful use of language, including features such as creative metaphor, well-transformed phrases, elegant syntax,

rhyme, and alliteration that are read aesthetically and deliberately open to interpretation. According to Jones cited in (Latif M., 2016), literature is a way to feel the words around us through imagination. Literature is the writings that are considered as works of art, novels, plays, and poetry (Oxford Learner's Pocket Dictionary).

Based on the definitions above, the researcher concludes that literature is a way that can be used to express one's creations, feelings, and emotions in real life through imagination. Literature can also be understood as a form of expressing thoughts, feelings, ideas or other special aspects of human experience. Everyone has different opinions and perspectives on literature. However, literature is not things, but a way to understand things.

B. Character

People who are involved in the story is called character. According to Duffy and Petit cited in (Latif M., 2016), character can be interpreted as a person in a story or drama. Character is one of the significant elements in fiction. Characters are the life of literature: they are the objects of our curiosity and fascination, affection and dislike, admiration and condemnation (Bennett & Royle, 2004). It can be concluded that the character is a person in a literary work who has an identity that is created from appearance, conversation, action, name, and thoughts. The dialogue between characters become the medium between their actions and thoughts. Character is a vital center because it brings play to life.

There are two categories of character according to Pope, cited in (Putri, 2017). These categories are major and minor characters. The main character is

the crucial character in a story. The main character is usually called the protagonist, which has a conflict with the antagonist, and it can trigger conflict in the story. Minor character is a character that serves to support and explain the main character.

1. Major Character

The major character is usually called the protagonist whose conflict with the antagonist which can trigger conflict in the story. The protagonist is the main character who has sympathy. According to Pope cited in (Putri, 2017), an antagonist is a character that the protagonist is fighting against. The main character is a character that is emphasized or highlighted in a story. The main character always appears as the subject or object in most stories.

2. Minor Character

Minor characters are not characters that are highlighted in a story. Pope, cited in (Putri, 2017) states that minor characters in literary works will appear briefly and rarely. Minor characters are basically flat characters. Minor characters consist of all the opposing characters that are less important in the story.

Meanwhile, (Sutton, 1971) distinguishes characters in fiction into four types, there are flat, round, static, and dynamic character.

1. Flat Character

Flat character is simple description of one character. It is the description of the good or bad character. Wellek and Austin said that flat character presents single trait. It has dominant or socially most evident

trait that make one's attitude, behavior and utterance is definitely guessed by the readers. Generally, flat characters are minor characters, although not all minor characters are always flat (Sutton, 1971). Flat characters do not grow and change. They remain the same because they may be insensitive or lacking in knowledge. They are static, not dynamic. It implies that flat character has only one character, and the readers can easily know whether she or he includes a good or bad character

2. Round Character

Generally, round character plays a major role in a story. Round character, it requires space and emphasize, which suggests that to understand a round character, the readers must read the full story carefully. Round character is a complicated character, the character may change over the times and the readers cannot easily guess whether she or he includes a good or bad character. To understand the round character, the readers need to follow or read the story till the end.

3. Static Character

Basically, the static characters are the same throughout the movie. His/her actions have no significant effect on their lives. Meanwhile, (Sutton, 1971) states that the static character is important for the type of comedy. This implies that a static character is a literary character which is essentially fixed, does not change according to the story.

4. Dynamic

The dynamic character is a character that change significantly over the course of the story. According to (Sutton, 1971), changes that are considered to qualify dynamic characters include changes in perspective or understanding, changes in commitment, and changes in values. Changes in situation and physical, will have no effect unless it brings some changes to the character. This implies that the protagonist always has a dynamic character.

C. Personality

The term personality comes from the Latin 'persona', which means the theatrical mask used by ancient playwrights. As a mask owned by an actor, the persona shows a pretense of appearance that is not in accordance with the characteristics behind the mask. Over time, the term 'persona' lost its connotation of pretense, so it tears its mask into explicitly observable features of the real person. According to (Millon, 2004), personality is a pattern of characteristic that each person has.

Personality can be defined as a person's habitual way of thinking, feeling, understanding, and responding to the world. Once we become aware of the existence of self and others, the evolutionary process shapes various personality adaptations, styles and disorders. Humans have always shown a desire to ease the suffering of others.

According to (Ewen, 2014), personality is an important and relatively stable aspect of behavior. According to some theorists, personality can only be studied by observing external social behavior. However, in the opinion of the majority of psychologists, personality comes from within the individual. These theorists emphasize that personality can exist in the absence of other people and may have aspects that are not visible. Personality is always related

to various human behavior. For most theorists, personality includes almost everything about a person's mental, emotional, social, and physical appearance. Personality monitors the total structure of a person's characteristics: interpersonal, cognitive, psychodynamic, and biological.

There are five basic personality traits that are commonly known as the "Big Five". The Big Five theory was formulated by Robert (Jeff) McCrae and Paul Costa. The Big Five theory consists of: Openness to experience (O), Conscientiousness (C), Extraversion (E), Agreeableness (A), and Neuroticism (N), or often expressed by the common acronym OCEAN (Noviana, 2003). The Big Five theory contains about the character, origin, and direction of development of personality traits. The theory provides a biological explanation of personality traits, where learning and experience play a minor role in influencing the five personality types. Currently, the most famous personality theory is the "Big Five" theory of Paul Costa and Robert McCrae (Costa & McCrae, 1988). This theory contains five traits that will be measured in each person:

1. Openness (O)

Openness to experience can be in the form of active imagination, aesthetic sensitivity, attention to inner feelings, preference for variety, and intellectual curiosity. People's view of low openness tends to be conventional in behavior and conservative in outlook, while people's view of high openness tends to be unconventional, ready to question authority and willing to accept new moral, social and political concepts. Open people have more experiences. According to Goldberg cited in (Khairunas,

Pratama, & Wardani, 2018), openness to experience is demonstrated by success in consulting. Open to experience can make us quickly adapt to new things. People who have an open trait surely also have a curious trait about things they don't know yet.

2. Conscientiousness

According to Goldberg, cited in (Khairunas, Pratama, & Wardani, 2018), conscientiousness refers to the self-control and active process of planning, organizing and carrying out the tasks. Conscientiousness people are purposeful, strong-willed, and determined. Conscientiousness is manifested in achievement orientation (hard-working and persistent), dependability (responsibility and careful) and orderliness (planful and organized). Conscientiousness is the attitude of someone who is always careful in carrying out the daily activities. Someone who has a conscientiousness trait, tends to be very diligent and hardworking.

3. Extraversion

Extraversion is a trait of someone who shows ability in socializing, speaking, assertive, and activity. Extraverts are usually energetic and optimistic. According to Goldberg, cited in (Khairunas, Pratama, & Wardani, 2018), extraversion is characterized by positive feelings and experiences, so it is seen as a positive effect as well. Extraversion is a person who has a talkative character. In addition, they also usually have the ability to socialize in the field of work, because in that field, people who are good at socializing are needed. The positive characteristics of extraversion individuals are happy to be sociable, easy to socialize, and

live in groups. The opposite of extraversion is introversion which is more uncommunicative than extraversion.

4. Agreeableness

A propensity to be compassionate and cooperative instead of suspicious and antagonistic with others is termed agreeableness. In general, they friendly, generous, helpful, altruism, are care, trustworthiness, humble, patient, thoughtful, polite, kind, selflessness, helpfulness, sensitive, and cheerful. Agreeableness people have an optimistic view of human nature. They assume that people are basically honest, polite, and trustworthy. While disagreeable people place their own interests above the interests of others. They generally don't care about the welfare of others.

5. Neuroticism

Neuroticism is a personality type that tends to have negative emotional experiences, such as fear, sadness, uncertainty, anger, guilt, and anticipation. A high value of neuroticism indicates that each individual is prone to have irrational ideas, less able to control impulses, and copes with stress poorly. A low value of neuroticism indicates emotional stability. Neuroticism is a personality dimension that assesses a person's ability to handle stress. Goldberg, cited in (Khairunas, Pratama, & Wardani, 2018) states that emotional stability is positive characteristics of neuroticism. Individuals with a stable emotional condition, will be calm in dealing with problems and confident. Neuroticism supports every individual who has

high self-confidence and never gives up. People who have neuroticism usually always do what they want until everything is achieved.

D. The Factors that Influence the Personality of Human

Humans always grow and change psychologically and physiologically. In human individual development, there are several factors that influence and determine human personality. According to William Stern via Sujanto (1982:5) cited in (Kusumawati, 2013), there are two factors that influence the development of human being. Those two factors are the internal factors (endogen) and the external factors (hexogen).

1. Internal Factors (endogen)

The internal factors are the heredity factors, which consist of:

- a. The heredity features relating to physic.
- b. The psychological features relating to physical state (temperament).
- c. The heredity features of the character.

2. External Factors (hexogen)

Basically, people feel themselves as an unsustainable part of the environment. People always want to use their common sense but they can't. The external factors are people in the environment around the place of residence. The external factors play an important role in human development. The forms of external factors, include family, education, job and environment.

E. Movie

Movie is a bunch of still images which when displayed on a screen, it can create the illusion of moving images. A movie/film is created by photographing a real scene with a camera using traditional animation technique: CGI (Computer-Generated Imagery) and computer animation, or by a combination of these techniques.

Movie/films are made up of a bunch of individual images known as frames. When these images are shown in quick succession, the viewer has the illusion that movement is taking place. According to Sharon and Weldon cited in (Ningrum, 2020), film includes photos, diagrams, or images in a series that are projected on the screen and can cause the display on the screen to appear the move naturally. In the United States, movie is the common name for film, while in Europe the term film is preferred.

There are several genres in the movie. Genre is a term used to describe the type or style of a movie. Movies can be fictional (artificial), or true, or a combination of both. Some movies combine two or more genres. Some of the types or genres of these movies are:

- Action: this type of movie shows many physical stunts, such as fights involving guns, swords or karate moves, horseback action or any destructive forces of nature. In this movie, it's usually a fight between the good guys and bad guys.
- Adventure: this film has similarities to action movies but the action may be less and more given to the experience.
- Comedy: most people like this movie because of its funny content.
 Comedy is often supported by jokes, expressions, or downright rude jokes.
- 4. Crime and Gangster Film: this type of film traces the lives of fictional and true criminals, gangs or mobsters. Serial killer movies are included here.

- 5. Drama film: is one of the large movie genres. The subgenres include romantic drama, war films, sport films, period drama, courtroom drama and crime. They are sensible films with a strong plot. Drama depicts a true story or real-life situation.
- 6. Epics/ Historical Film: this type of movie involves the elements such as war, romance and adventure. The sets are created carefully to reflect the period of time. Historical movies tend to pay respect to a legend or hero.
- 7. Horror: this movie reveals our fears and give rise to nightmares. For some, horror movies provide catharsis but others can barely sit through a movie due to the violence and gory scenes.
- 8. Musicals/ Dance Film: this film is entertaining films and fun for the families to watch because it is full of songs and dances.
- 9. War Film: this film is very true to real life and often depict the waste of war. The attention is paid to acts of heroism, the human psyche, psychological damage to soldiers and the pain of families waiting at home.
- 10. Western: this genre is central to American culture and the film industry.
 The plots and characters are very distinctive.
- 11. Animation: this film using computer graphics and special effects, which are enjoyed by young and old.
- 12. Thriller: this film is different from horror because they are more provocative than scary.

F. The Pursuit of Happyness Movie

The Pursuit of Happyness is a 2006 American biographical drama movie directed by Gabriele Muccino and produced by Will Smith, Steve

Tisch, James Lassiter, Todd Black and Jason Blumenthal. The script for this movie was written by Steve Conrad based on the book *The Pursuit of Happyness* by Chris Gardner. The movie starring Will Smith, Jaden Smith, Thandie Newton and Dan Castellaneta. This movie has duration 117 minutes and used \$55 million for the production.

The Pursuit of Happyness was released on December 15, 2006 by Columbia Pictures, and received moderately positive reviews, with Smith's performance garnering universal acclaim. Smith was appointed for an Oscar and a Golden Globe for best actor. According to Rotten Tomatoes, this movie has 67% rating, based on 173 reviews, with an average rating of 6,4/10. According to Metacritic, this movie received a score of 64 out of 100, based on 36 critics, indicating "good reviews". Based on the Cinema Score, this movie received an "A" rating from moviegoers on a scale of A+ to F.

This movie tells about Gardner family's life in San Francisco 1981. Gardner family lived in a small apartment. Chris Gardner spent all his money for buying franchise to sell Bone Density Scanner portable. Linda, Chris's wife worked at laundry, and she looks like tired with her life. After that, Linda left Chris and her son, Christopher, and went to New York City. Finally, Chris must work hard to still alive with Christopher.

One day, Chris met someone ahead of a building. The man had a luxury Ferrari, since that moment, Chris decided to become a stockbroker. It is so difficult when Chris and his son got out from home, so that, they lived in a church with others. Their life was sad, but within the end of story, Chris work

out to be a staff in a Dean Witter firm. Then, Chris went on to found the investment company Gardner Rich in 1987.

G. Previous Related Studies

Regarding An Analysis on the Main Character Personality, there are several previous studies that are used as references in this study.

Firstly, Faisal 103026027621 (2011), from English Letters Department, Letters and Humanities Faculty, State Islamic University "Syarif Hidayatullah" Jakarta. He conducted a qualitative study with the title "Analysis of Main Character in Bruce Almighty Movie Viewed from Personality Traits Theory by Costa and McCrae". The focus of this study is to know the characters and characteristics of Bruce as the main character viewed from theory of personality traits by Costa and McCrae. The result shows that the researcher only found two personalities out of five personalities from the main character, they are conscientiousness and neuroticism.

Secondly, Fitri Palupi Kusumawati 34111 (2013), from Teacher Training and Education Faculty, Muhammadiyah University of Metro, Metro Indonesia. Sheconducted a qualitative study using library research design with the title "The Personality of the Main Characters as Reflected in Paulo Coelho's the Devil and Miss Prym: a Psychological Study". This research is intended to find out the personality of the main character in The Devil and Miss Prym novel and factors that influence the personality of the main character is influenced by internal and external factors. The internal factors consist of heredity features relating to physic, psychological features relating to physical

state, and heredity features of the character. While the external factors consist of some parts of life, such as family, environment, and job.

Thirdly, Syahrul Efendi Lubis (2020) from High School of Sport and Health Bina Guna, Medan. He conducted a qualitative study using descriptive design with the title "An Analysis of the Personality of the Min Character in 'The Diary of a Young Girl' Novel". The major objective of this study is to find the change of personality of the main character in the novel. The result shows that the main character personality in *The Diary of Young Girl* generally changed from extraversion to neuroticism, although the researcher could still find some aspects of extraversion when the main character showed the dominant character of neuroticism.

Based on the research above, the writer wants to analyze the main character personality in *The Pursuit of Happyness* Movie by Gabriele Muccino. In my research, elaborated the following questions: What are Chris Gardner's personalities in *The Pursuit of Happyness* movie by Gabriele Muccino? and What are the factors that influence Chris Gardner's personalities toward his life in *The Pursuit of Happyness* movie by Gabriele Muccino?

The difference of my research with the first previous study is in the previous study, it only found two personalities out of five personalities, they are conscientiousness and neuroticism, while in this study, the researcher found five personalities, they are openness, conscientiousness, extraversion, agreeableness, and neuroticism. For the second previous study, the researcher using a library research method, while the writer using descriptive qualitative

method to conduct the research and documentation to get the information and analyze the problem of the research. For the last previous study, the researcher focuses to find the change of the main character personality in *The Diary of Young Girl* novel, while the writer just focuses to find out the main character personality in *The Pursuit of Happyness* movie.