CHAPTER I

INTRODUCTION

At this Chapter, the researcher discusses and explains about: background of study; research problem; objectives of study; significance of study, limitation of study, and definition of key terms.

A. Background of the Study

At this moment, every people in this world have many hobbies. Hobbies include voluntary, clearly motivated, autonomously, largely individual interests committed within spare time. A hobby can stimulate character development, relaxation and pleasure, the development of skills, talents, capabilities, and understanding (Krnjaic, 2020). One of the several varieties of hobbies is watching a movie, besides others like reading books and listening to songs. Watching movies has typically been a hobby of folks, especially young people or students. They commonly watch movies as a part of their daily activities for a variety of purposes, including entertainment, having a break from their work, gathering information, learning languages, studying or knowing foreign culture, and many others. The majority of individuals who like viewing movies do not see their condition, background in life, gender, age, and location in life. Since technology has advanced, audiences now can stream movies on mobile phones with internet access in addition to conventional cinema and television. People may now watch movies anywhere and at any time in relation to all this.

The term "movie" is commonly used to refer to a form of audio and visual art that has been known for many centuries. The term "movie" sometimes

refers to a collection of still frames that have been arranged in a particular order to give the impression that they are moving.

A movie can serve as a medium for education as well as provide people with amusement. This is due to inspiration and motivation found in various types of movies that were adapted from books, novels, and true stories. The moral values are variety of human life values found in the many movies that are shown globally.

A person's morality or badness is the part of moral value (worth), a sort of value or worth. Moral value is the logical notion that, based on one's viewpoint on the goodness or badness of human action, human behavior would be either good or bad, and is either right or wrong. Morality is a standard for moral conduct and culture that is derived from societal standards. (Amanda, 2020).

Because of the lack of parental or teacher attention, many people today, especially the youth, usually dismiss the values of morality, which causes a number of youth-related issues in today's society.

Originally, youth was commonly assumed to be a stage of life indicated by significant transformations in the physiological, moral, emotional, economic, and social aspects of life as well as a transition from childhood to adulthood and from a condition of dependence to independence (Adioetomo, 2014). According to (Een et al., 2020) fighting with others, cyberbullying, skipping school, promiscuity/free sex, smoking, drinking, participating in illegal street racing, gambling, and other issues are examples of youth issues.

The researcher conducts this study as a result of recent developments that have made it necessary for most people to learn more effectively about the values of education. The researchers concluded that the movie can be used as media for learning moral values because of the previously discussed phenomena.

The most popular movie watched by people is from Marvel Cinematic Universe. The one of the newest movie title is *Spiderman: No Way Home*. The researcher takes this movie title because it is the last movie title from *Spiderman* movie. This movie has the most watched movie in the last 2021 because it published and included in box office movies in December 2021. Moreover, this movie has been waited by people so that people (include Indonesian people) have enthusiasm to watch this movie. This movie has almost reached 8 million views by Indonesian people (source: www.suarakala.id) and hit 800 million dollars domestic Box Office on the 101st release date (source: www.deadline.com). From the effect of the phenomenon above, the researcher attracted to do research with the movie, especially moral values.

The aim of this study is finding some types of moral values which contained in *Spider man: No Way Home* movie. Hopefully, this study can be a reference for the teacher and parent in teaching moral values to their students/ children.

B. Research Problem

Based on the background of the study above, the research problem is formulated as follow: "What are the moral values which can be found on *Spider man: No Way Home* movie?"

C. Objective of the Study

Based on the research problem above, the objective of this research is formulated as follow: To find out the moral values in *Spider man: No Way Home* Movie.

D. Significances of the Study

Based on the objective above, the significances of this study are formulated as follow:

1. For the reader, the reader can understand that watching movie is not just give entertainment, but also can give a benefit like moral values.

2. For the student, this study is expected to develop students' knowledge of the values contained in a film such as moral values.

3. For the researcher, this study expected to be a reference of study for the next researcher who takes the same problem.

4. For the education, this study can be one of the references of movies that used in teaching moral values to student, especially high school student.

E. Limitation of Study

This section, the researcher makes some limitations in order to make easier for doing this study and understanding the target of the study. The researcher studies about the movie. The researcher focuses on moral values that contained on *Spider man: No Way Home* movie. The limit of the study is

based on the substance on the story in the Spider man: No Way Home movie. Then, the researcher focuses on the entire characters of the movie start from main characters until the villains on this movie. The researcher takes a scene from the movie which the most compatible with list of values in chapter 2 (based on research findings) as the example of moral values that the main purpose of this research.

F. Definition of Key Terms

Key terms explanation is used in order to make easier for the researcher to understand the target of the study and be the guidance the steps of the study. The definition of key terms for the study as follows:

Moral Values

Moral values are the values which related with positive behavior in order to make some one or people feel in conformity and peace. Moral values usually represented with someone's attitude to other people which does not offense other people's feeling. In this study, moral values have role as the main object of the research.

Movie

Movie is art of audio and visual art that has been discovered for several centuries. Movie is also called motional picture because movie consists of many pictures that are arranged in sequence so that it seems like creating movements in a set of these pictures. Movie is usually showed in cinema, television, computer, and smartphone. In this study, the researcher use movie as the media for getting the main data of this study.

Spiderman: No Way Home Movie

    Spiderman: No Way Home movie is a superhero movie from Marvel Cinematic Universe, one of the biggest movie producers in United States of America which focused on superhero movies. This movie is directed by John Watts and written by Chris Mckenna and Erik Sommers. *Spiderman: No Way Home*is released in the end 2021 and it is the sequel of *Spiderman: Homecoming* (2017) and *Spiderman: Far From Home* (2019), and the 27th movie in the Marvel Cinematic Universe at once. This movie tells Peter Parker's effort for losing smear which happen in his life after killing his enemy on Spiderman: Far From Home (2019) named Mysterio. Against of the smear which intended to him at least he needs help from Dr. Strange for losing people's memory about Spiderman and himself. However, It has been new problem for Peter Parker. This movie used as the sample movie by the researcher.