

ABSTRACT

Monita, Dea Carla. (2020). **Self-determination to Stand up Against Bullies as Seen in Dan Houser's *Bully***. Yogyakarta: English Language Education Study Program, Department of Language and Art Education, Faculty of Teachers Training and Education, Sanata Dharma University.

The research deals with Dan Houser's *Bully*. It is a video game about Jimmy Hopkins, who suffers from being bullied. Bullying is one of the big issues existing in the *Bullworth Academy*, where Jimmy Hopkins studies. The researcher uses the work as the primary data.

The aim of the study is to find the meaning of Jimmy Hopkins' self-determination to stand up against bullying as seen in Dan Houser's *Bully*. There are two problems to answer in this study: 1. "How is Jimmy Hopkins, the main character of Dan Houser's *Bully* described?" 2. "What is the meaning of Jimmy Hopkins' self-determination as seen in Dan Houser's *Bully*?"

This study is a qualitative research. The data of the study are primary and secondary. The primary one is Dan Houser's *Bully* script, while the secondary data are the related journals, articles, books and those on the internet. The researcher uses psychological approach to analyze Jimmy Hopkins' self-determination to stand up against bullies. The theories applied in the study are theories of drama by Aristotle and modern drama, the theory of motivation by Maslow (1943), the theories of character and characterization.

There are two findings in this study. First, Jimmy Hopkins is rough-mannered, straightforward, aggressive, and brave. Second, the meaning of his actions could be divided into two: surface meaning and deeper meaning. The surface meaning is that Jimmy Hopkins wants to stop the culture of bullying in the academy. The deeper meaning of his actions is that he wants to prove that he is a strong man who does not want to be bothered by bullying, and he also wants to be respected by all people.

It is recommended for the students to make better words creatively using the script with the same meaning, since the language is sometimes inappropriate. For further researchers, they are suggested to examine Gary Smith as the antagonist character of the game.

Keywords: Self-determination, bullies, Jimmy Hopkins

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Penelitian ini ialah tentang *Bully* yang ditulis oleh Dan Houser. *Video game* ini menceritakan tentang Jimmy Hopkins, anak yang menderita karena tindakan penindasan. Tindakan penindasan ialah salah satu isu terbesar di *Bullworth Academy*, tempat dimana Jimmy Hopkins mengenyam pendidikan. Peneliti menggunakan video dari *Bully video game* sebagai data utama.

Tujuan dari penelitian ini adalah untuk menemukan makna dari tekad Jimmy Hopkins dalam melawan tindakan penindasan yang di ceritakan di dalam *Video game Bully* karya Dan Houser. Rumusan masalah penelitian ini adalah sebagai berikut: 1. "*How is Jimmy Hopkins, the main character of Dan Houser's Bully described?*" 2. "*What is the meaning of Jimmy Hopkins' self-determination as seen in Dan Houser's Bully?*"

Penelitian ini adalah penelitian kualitatif. Data penelitian ini terdiri dari data primer dan sekunder. Data primer dari penelitian ini ialah naskah *Bully*. Data sekunder dari penelitian ini ialah jurnal, artikel, buku, dan informasi dari internet. Peneliti melakukan pendekatan psikologis untuk menganalisis tekad Jimmy Hopkins dalam melawan tindakan penindasan. Teori-teori yang menjadi referensi penelitian ini ialah teori drama dari Aristotle dan teori drama modern, teori motivasi dan Maslow (1943), teori karakter dan karakterisasi.

Di dalam pembahasan, yang pertama ialah peneliti mengambil kesimpulan bahwa Jimmy Hopkins ialah anak yang kasar, berterus terang, agresif, dan berani. Kedua, makna dari tindakannya dapat dibagi menjadi dua: *surface meaning* dan *deeper meaning*. *Surface meaning* dari tindakan Jimmy Hopkins ialah untuk menghentikan penindasan di lingkungan sekolahnya. Sedangkan, *deeper meaning* dari tindakannya ialah ia ingin membuktikan bahwa ia adalah anak yang kuat, dan ia juga ingin dihormati oleh semua orang.

Skrip *Video game Bully* dapat menjadi rekomendasi untuk murid-murid dalam membuat kata-kata yang lebih pantas dengan kreatif karena penggunaan bahasa didalam skrip *video game* terkadang tidak pantas. Peneliti selanjutnya diharapkan dapat melakukan penelitian untuk menganalisa Gary Smith sebagai karakter antagonis dari cerita *game*.

Keywords: Self-determination, bullies, Jimmy Hopkins