

# Character Education Values Reflected in Children Movies for Indonesian Young Learners

## *A Critical Discourse Analysis on Popular Children Superhero Movies*

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**Abstract:** This study aims to (1) conduct material analysis and evaluation of fantasy in children's movie containing character education values; (2) conduct material analysis and evaluation of descriptive-narrative storytelling learning in children's movie containing character education values; and (3) conduct material analysis and evaluation of message-message learning in children's movie that contain character education values. The research method used in this research is critical discourse analysis. The results of this study indicate that (1) the material and evaluation of children's story learning prioritizes the uniqueness of the content, (2) the narrative in children's stories contains character education based on science fiction narratives, and (3) the teaching material in children's stories supplementary materials. The conclusion of this study is children's stories containing character education for elementary schools using language understanding of the whole language. The suggestion for this research is that it is suggested to make adaptations to children's movie material with character education in Massive Open Online Courses (MMOC) Application.

**Keywords:** fantasy imagery, character education, elementary school, superhero, movies

### I. Introduction

Education provides challenges in the teaching and learning process, namely teaching online based on the values of character education. Online learning emphasizes non-face-to-face interactions based on cloud computing (Interactive Cloud Computing) which opens up opportunities for the application of critical discourse analysis. For this reason, in the development of online learning, discourse analysis is needed in the form of critical discourse for character education which can provide opportunities for students to learn skills in text analysis.

Zheng (2017: 4) states that researching the use of various structured information and communication technologies on people's behavior. The results show that the use of information and communication technology must adapt to individual identities and needs. In addition, social skills are a factor that plays a role in collecting data and designing models for the use of these technologies that are able to adapt to the current rotation and scientific studies. Self-knowledge is what demands a person's ability to transform in his environment in addition to his skills in designing knowledge to participate in various scientific factors.

In the context of learning in primary schools, the concept of discourse analysis learning also needs to pay attention to two things, namely learning content and learning integration. Wieselmann, et al. (2020:21) state that discourse analysis-based learning content also needs to adopt character education which is a policy line in the curriculum in Indonesia. Integration of learning needs to adopt the concept of learning based on whole language, namely the concept of learning that puts forward an understanding of certain discourses that are presented in an integrated manner. Mayorova & Sun (2020:38) state that to forward topics in whole language, inter-topic integration plays a role in providing topic exploration to students in an elementary school environment. Whole language-based learning with critical discourse studies is a technique to develop students' abilities to learn holistically.

### II. Method

This study uses an adaptation of research design on critical discourse analysis by Fairclough (2001), explicitly in some steps, those are: (1) conducting sentence analysis, (2) conducting situations, (3) developing research instruments, (4) performing instrument validation, (5) formulating instrument products, (6) and formulating the final results. The qualitative data analysis of this research was carried out in three stages, namely description, interpretation and explanation. The data are taken from movies, those are (1) Iron Man series, (2) Superman series, (3) Batman series, (4) Flash, (5) Shazam, (6) Avengers End Game, and (7) Spider Man which are on screen during 2005-2020. The data that has been collected is described, sorted, selected, and presented in accordance with the objectives of this study. The results of data exposure are interpreted, interpreted and explained in accordance with scientific principles and principles. Broadly speaking, the quantitative data analysis of this study was carried out by descriptive analysis, correlation, and testing according to the stages and objectives of this development research.

### III. Results and Discussion

- **Results**
- **Fantasy imagery in children's stories contains character education values**

Generally, children's stories are in the form of fantasy stories, which have more fictional story ideas compared to other descriptive-narrative stories because fantasy stories themselves are developed based on the writer's imagination. In writing fantasy

story texts, writers are free to develop their ideas according to their imagination, both in depicting characters, events, and the use of settings in place, time, and atmosphere. According to Stren & Axinn (2017) the characteristics of fantasy narratives are (a) containing magic, mystique, or weirdness, (b) using a varied setting (across space and time); (c) presents a unique character; and (d) are imaginative-fixative. Thus, it is explained on table 1 below:

**Table 1: The use of imaginative fictional biography in children's stories**

No.	Characters' name	Fictional biography
1	Tony Stark	A mechatronic expert that are used to fight technology villains
2	Barry Allen	A superhero characters who fight against criminals at super speed
3	Clark Kent	A superhuman from the planet krypton who came to Earth to save Earth
4	Bruce Wayne	a silent savior of the Earth

Nurgiyantoro (2010:224) states that characters in fantasy stories can be given unique characters and characteristics that do not exist in everyday life. Characters have certain powers, figure, experience, events, mysterious things that don't happen in everyday life. In addition, the events experienced by the characters occur in two settings, namely a setting that still exists in everyday life and a setting that does not exist in everyday life. The setting in a fantasy story has a characteristic that distinguishes it from other narrative texts. The series of events in a fantasy story uses various settings that break through the dimensions of space and time. The chain of events in a fantasy story moves from various backgrounds across space and time as the imagination of a fantasy story text writer.

In general, works of fiction are built by several intrinsic elements, namely theme, plot, setting, characters and characterizations, point of view, language style, and mandate. The intrinsic elements of a novel are those that directly participate in building the story. Themes are the basis for stories or general ideas in a work of fiction. The theme in a work of fiction is usually predetermined by the author to develop the story. Plot or what is commonly called a plot is a chain of events or events in a literary work to achieve a certain effect. Flow is a sequence of events or events in a story that are linked causally. La story or setting is a situation that surrounds the actor in a story. Setting includes place, time, and atmosphere. The setting serves as a realistic impression on the reader.

In addition, the setting is used to create a certain atmosphere as if it really exists and is happening. a character is an actor who carries out events in a fictional story so that the event is able to form a story. The term character refers to the actor of the story, the actor of the story is not limited to people, the character can be an animal as in the text of a fable. Point of view is the position or position of the author in the story of a story. The point of view is generally classified into two, namely the first person point of view or what is usually called me or the writer as the main actor in the story and the all-knowing third person point of view, the writer's position as the narrator. Mandate is a moral message conveyed by an author through a story.

- **Descriptive-narrative in children's stories contains character education values**

Philosophy is part of the mindset and behavior to be able to exercise self-control over the phenomena that occur in the human mind. The process of building a philosophical foundation for action is a measurable and consistent measure of the development of digital technology and devices. Mellati and Khademi (2018: 4) explain consistently, social skills and abilities are absolute steps that a participant has. In this case sitting, abilities and skills become dominant along with the development of the process of trying to complete life. In this case, the ability to socialize itself is a skill in determining skills and quality control. Thus, it is explained on table 2 below:

**Table 2: Children's story narratives for elementary school age children**

No.	Sentence	Meaning
1	"Tony, you are too young to understand this right now, so I thought I would put it on film for you. I built this for you, and some day you'll realize that it represents a whole lot more than just people's inventions. It represents my life's work. This is the key to the future. I'm limited by the technology of my time, but one day you'll figure this out. And when you do, you will change the world. What is, and always will be, my greatest creation ... is you. " - Iron Man	A person despite trying hard to achieve success

2	"Sometimes the only way to move forward is to revisit the things in your past that were holding you back. (Flash)	Learn from Past experiences
3	It doesn't take X-Ray Vision to see you are up to no good. " "The 'Amazing' can only be created by facing fear, risk, and failure during the process. (Superman)	Activities must be carried out in a balanced manner
4	"People need dramatic examples to shake them out of apathy and I can't do that as Bruce Wayne." (Batman)	Even though life is developed in accordance with the times and is full of sincerity

Social efficiency is the skill to maintain self-control over society. Zheng (2017) explains that improving community self-control requires self-control skills and the ability to socialize with the environment. Knowledge to improve social skills even though it is developed to adapt to the environment. To organize and adapt to society, a philosophical view is needed, namely adapting to the environment in order to live in accordance with various types of science to suit ideas with the challenges of the times. In this case, philosophy teaching skills become dominant and although the ability to create environments has a better learning process than social skills with a philosophical foundation.

Education serves to teach values or norms from one generation to the next. Basically, the sustainability of society is determined by the younger generation. The young generation is basically the backbone of the nation. Shuyi (2019) explains that the younger generation are humans who have a passion for making life better. The younger generation are humans who have the desire to move forward. The younger generation also has a passion for progress. So that the younger generation needs to be taught how the values and norms adopted by a nation are. The main objective is for this nation to be able to maintain the values and / or norms from the next generation to the next generation.

The environment around elementary schools requires an educational atmosphere, games must be able to educate students to learn to absorb learning in responding to the challenges of the 21st century. Educating character using literary works, students also need to be equipped with complementary material in the form of culture from within and outside in order to be able to adapt to global society.

- **The themes in children's stories contain character-based education values**

Students need to be challenged to be able to develop themselves according to the challenges of the future because they are the future of the Indonesian nation. Matias (2016: 195) states that literature as one of the cross-cultural libraries in the world is important to teach in elementary schools with the aim of character education. The 2013 curriculum regulates character education as a means of educating the nation's life in various fields of life. Thus, it is explained on table 3 below:

**Table 3: Narratives of diversity in online children's stories**

No.	Narrative Topics	Sentence
1	Respect Others	When you're eighteen. Until then, I won't have you living on the streets looking for someone who never looked for you. Give these people a chance, because that's what they're giving you. You're out of options. (Shazam)
2	Appreciate Time	"No Amount of Money Ever Bought A Second of Time." (Avengers)
3	Effort to Success	You won't. It's a leap of faith. That's all it is, Miles. A leap of faith. (Spider Man)

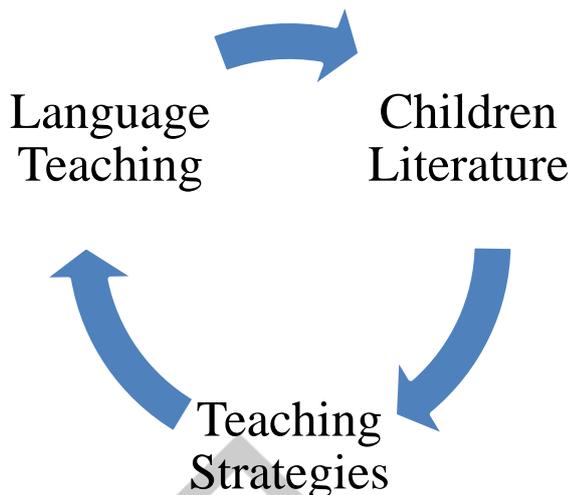
It is time for the Indonesian people to start educating students in primary schools on cross-cultural values by being taught foreign language skills to children. Parker (2017) states that literary mastery does not only come from mastery of vocabulary and grammar skills, but also comes from mastery of the social elements of language users.

The harmony of the Indonesian nation is obtained by teaching literature as a medium for learning universal global values in every nation. Bing (2017: 20) states that character values in children can be instilled through literary works, both from within and outside the country.

- **Discussion**

- **Unique Content in Children-Based Stories**

Zheng (2017: 4) utilizes various streams of information and communication technology that are structured and have a careful study of community behavior that adapts to the identity of each individual. In addition, some social skills and skills are a factor that plays a role in processing and designing data and facts that adapt to the current rotation and scientific studies. Self and basic knowledge that demands one's ability to transform in his environment in addition to his skills in designing knowledge to participate in various scientific factors. Thus, it is explained on graph 1 below:

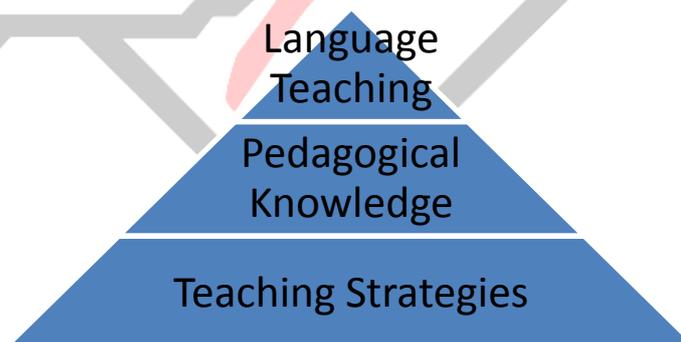


**Graph 1: Discourse in Children Literature in Elementary Schools**

The whole language-based learning concept is a learning concept that puts forward an integrated understanding of certain topics. To prioritize topics in whole language, integration between topics plays a role in providing topic exploration to individuals who learn in an elementary school environment. Whole language-based learning is a technique for developing students' abilities to learn holistically.

- **Science Fiction Narrative Based on Rationalism**

Philosophy is part of the mindset and behavior to be able to exercise self-control over the phenomena that occur in the human mind. The process of building a philosophical foundation for action is a measurable and consistent measure of the development of digital technology and devices. Mellati and Khademi (2018: 4) explain consistently, social skills and abilities are absolute steps that a participant has. In this case sitting, abilities and skills become dominant along with the development of the process of trying to complete life. In this case, the ability to socialize itself is a skill in determining skills and quality control. Social efficiency is the skill to maintain self-control over society. Zheng (2017) explains that improving community self-control requires self-control skills and the ability to socialize with the environment. Knowledge to improve social skills even though it is developed to adapt to the environment. Thus, it is explained on graph 2 below:



**Graph 2: Organization of Discourse in Children Stories According to Zheng (2020)**

To organize and adapt to society, a philosophical view is needed, namely adapting to the environment in order to live in accordance with various types of science to suit ideas with the challenges of the times. In this case, philosophy teaching skills become dominant and although the ability to create an environment has a better learning process than social skills with a philosophical foundation.

- **Supplementary Materials in Character Based Stories for Young Learners**

Education serves to teach values or norms from one generation to the next. Basically, the sustainability of society is determined by the younger generation. The young generation is basically the backbone of the nation. Shuyi (2019) explains that the younger generation are humans who have a passion for making life better. The younger generation are humans who have the desire to move forward. The younger generation also has a passion for progress. So that the younger generation needs to be taught how the values and norms adopted by a nation are. The main objective is for this nation to be able to maintain the values and / or norms from the next generation to the next generation. Thus, it is explained on graph 3 below:



**Graph 3: Classroom Discourse in relation to environment in educational context Zhang (2020)**

The environment around elementary schools requires an educational atmosphere, games must be able to educate students to learn to absorb learning in responding to the challenges of the 21st century. Educating character using literary works, students also need to be equipped with complementary material in the form of culture from within and outside in order to be able to adapt to global society. Students need to be challenged to be able to develop themselves according to the challenges of the future since students are the future of the Indonesian nation.

Matias (2016: 195) states that literature as one of the cross-cultural libraries in the world is important to teach in elementary schools with the aim of character education. Bing (2017: 20) states that character values in children can be instilled through literary works, both from within and outside the country.

#### IV. Conclusion and Suggestion

- **Conclusion**

The development of information and communication technology provides opportunities for teachers to convey learning openly, especially based on Massive Open Online Courses (MOOC). Learning at this time, a teacher has challenges in the form of media development and adequate learning resources optimally. In this case, a teacher has a challenge in the form of developing teaching materials that are tailored to individual skills and abilities to collaborate in various scientific fields which means the use of cloud computing.

- **Suggestion**

Children's movies aim to increase elementary school students' knowledge of the values of character education using a whole language understanding, whole language. In this case, the development of knowledge is the steps that are developed to help strengthen the foundation of knowledge independence. The knowledge base needed is in accordance with the times. Strengthening character education requires the development of values and enthusiasm to adapt to the times.

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