

Analysis of Conflict in “ParaNorman” Movie

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Abstract

This research aimed to explore and describe the types of conflict that occurred in the ParaNorman Movie. This research object was the ParaNorman movie, specifically its main character Norman Babcock. The instruments consisted of observation protocol and documentation. Data collection was through eight necessary steps, namely, 1) watch the movie, 2) download the script, 3) make sure the script and the movie were in line, 4) observe the conflicts, 5) identify the conflict, 6) note the conflict resolution, 7) summarize into the table of analysis and 8) analyze and describe the data in details. This research result showed that, in the ParaNorman movie, four conflict types existed such as 1) character-vs-self, 2) character-vs-character, 3) character-vs-supernatural, 4) character-vs-society. Consequently, it could be concluded that there were 4 types of conflict in ParaNorman movie.

Keywords: Conflict, education, ParaNorman Movie

Introduction

Conflict is something that will always be attached to human lives (Vallacher, *et. al*, 2013). Therefore, it is considered to be normal that conflicts eventually will be experienced by everyone. Conflict is defined as a disagreement of ideas or opinions on a matter between two or more people (Madalina, 2016). Theoretically, there are numerous ways to solve conflicts. However, most of the time, the solutions resort to physical or mental violence in reality (Arjon, 2018). As a result, conflict is commonly associated with something negative and thus most people would prefer to avoid it. However, one thing is commonly forgotten, namely, that conflict may also bring positive impacts to individuals or groups. This is shown, for example, in the research conducted by Hussein (2019), which found that there were

a lot of positive aspects that a conflict could bring. Among many of them, two of those are an increase in being creative and respectful in sharing opinions.

The reason that movie could be such an excellent teaching tool for this goal comes from the principle of the literature. As stated by Muliadi (2020), a literary work is a form of response by the literary person on how the world is represented through their point of view. Hence, it could be seen that literature is a parallel version of reality. This is the reason that the chance is high for the students to realize the non-harmful action of the conflict resolution consciously through the movie and comprehend the resolutions to their long term memories. It is important to consider the conflict types in solving the conflict in reality and the same importance goes for literature. In a literary work, having conflict is significant to the story (MasterClass, 2020). Therefore, to determine a resolution that is not based on violence, the type of conflict determines the resolution. According to Mueller and William (as cited in Siswanti, 2020), conflicts are divided into two categories, namely, internal (struggle against something within themselves) and external (fight against outside factors) conflicts. In literature, there are six types of conflicts (Kenney, 1966:19), namely: (1) character vs self, (2) character vs character, (3) character vs technology, (4) character vs supernatural, (5) character vs nature, and last (6) character vs society.

It has been mentioned that movie is good for a teaching tool. Nevertheless, the younger generation still needs to be careful of the types of movies that they decide to watch. This is due to the fact that the movies might influence them later and a useful movie needs to show how the main character solved the conflicts with good ways, so that the students may learn from the character.

It is for this reason that, in this study, the researcher wants to investigate whether the character in ParaNorman movie used the character-building related to Curriculum 2013 in resolving his conflicts. If it shows positive results then learning through the movie may benefit the young generations as well as the teaching point of view. Based on language level, senior high school English teachers could use the movie as a reference, especially in teaching a foreign language. This, in turn, may increase students' motivation in learning and implementing the character building in real life.

ParaNorman itself is a movie that was directed by Chris Butler and Sam Fell (2012). It is the American first 3D stop-motion movie. The movie was produced by Laika Production Company. After receiving a positive review from critiques and the

general public, the movie was nominated for a few nominations in 2012, which included the Academy Award for Best Animated Feature and BAFTA (British Academy of Film and Television Arts). There are some reasons as to why the researcher would like to use the ParaNorman movie in this research. First of all, although the movie received a fair amount of attention and was nominated for several awards, not many people know about the movie. Here, to get a general overview, the researcher has conducted a survey involving around 140 respondents. The number of respondents was chosen based on Sugiyono (2019), who suggested that the number of suitable samples in research was between 30 to 500. In the survey, 103 (73.6%) people stated that they had not heard about ParaNorman movie, while the remaining 37 (26.47%) had heard about the movie. The researcher also found that only around 21 (15%) people claimed to have watched the movie, while 119 (85%) people had not watched the movie. (See Appendix 1).

Secondly, the story is really interesting. What makes the movie fun to watch is the combination of the horror and comedy genre. To support this statement, the same survey also revealed that among the people who have watched the movie, 20 (14.3%) people did find it interesting. Meanwhile, 119 (85%) people had not watched it and the remaining 1 (0.7%) found it uninteresting. (See Appendix 1). Thirdly, the story of the movie is simple yet deep. The adults could also reflect on the story even though it is a children movie. Last but not least, resolutions are provided to each conflict. Thus, the research question in this article is posed as follows: 1) what are the conflicts that arise in the ParaNorman movie? Due to space limitation, the resolutions to the conflict in this movie are treated in a separate article.

Research Methodology

This study employed the descriptive method, which aims to describe the phenomena that take place in the current or past (Best & Kahn, 1982). More specifically, this study used content analysis, which enables the researcher to study human behavior in an indirect way (Fraenkel & Wallen, 2008).

The object of this study was ParaNorman movie, particularly its main character, Norman Babcock. As its instrument, this research used observation protocol, with the help of field notes, plus documentation (library research). The first one was observation, which, according to Gorman & Clayton (in Baker, 2006), is defined as those that are involved in an observable phenomenon, which occurs in their natural

setting. There was a table of analysis and through the observation, the researcher observed the types of conflicts and the conflict resolution, which were based on the character building types. Next, documentation, which consists of public documents (Creswell, 2014). According to Ary *et al.* (2010), document includes written, physical and visual materials. The researcher conducted the documentation each time when the conflicts related to the main character appeared and classified them into each type of conflict available.

The primary data were from the DVD of "ParaNorman" movie (ParaNorman, 2012). The researcher observed the conversation produced by the main character in every scene. The observation was supported by reading of the movie script (Butler, n.d.), in order for the researcher to understand the scene from the visual images and the written texts.

In this research, the data were collected through observation and documentation. The list of steps that were necessary for the researcher to conduct the study was as follows.

- 1) The first step was to watch ParaNorman movie (ParaNorman, 2012) from the beginning to the end as much as needed.
- 2) The second was to find the ParaNorman movie script, which could be downloaded at: <https://imsdb.com/scripts/ParaNorman.html>
- 3) Then, the text was read thoroughly to make sure it is in line with what happens visually.
- 4) After that, full attentions were given to the parts where the conflicts occurred in the movie.
- 5) Subsequently, the researchers identified the types of conflicts that occurred to the main character, based on Kenney (1966:19).
- 6) Afterwards, the data found were reported through the table of analysis.
- 7) After analyzing the movie, the data that had been found were described in details.

To ensure the truth and validity of the data, the researcher sought the help of three co-researchers. Meanwhile, the data analysis technique consisted of data reduction, data display, and conclusion and verification.

Findings and Discussion

Findings

The researcher found a total of four types of conflicts, namely: character vs self, character vs character, character vs supernatural and character vs society. Each was presented in the movie. The conflicts that were not found were character vs nature and character vs technology. The summary is presented in Appendix while detailed descriptions of the conflicts are provided below.

Character-vs-self conflict

Norman Babcock-vs-Norman Babcock conflict

The action expression of the conflict between Norman and himself

Norman paces his room looking pale and anxious as he hears the front door shut downstairs. Everywhere he turns he finds himself face to face with some zombie related novelty, from his lurid horror posters to his shelves of ghoulish action figures, and it's not doing anything for his nerves. (Action)

The action above showed that it was categorized as the character vs self-conflict. The reason was due to few things. First of all, the only character involved in the conflict was Norman himself. Secondly, regarding the context, the conflict happened after he received the last message of his deceased uncle. The source of the conflict was due to the conflicted feelings that Norman had regarding the duty to stop the witch's curse. In addition, he also felt scared, as this was a different experience: instead of seeing the usual spirited-ghost, he was up against a witch and a living dead.

Character-vs-character conflicts

Norman Babcock-vs-Perry Babcock

The dialogue expression of the first conflict between Norman Babcock-vs-Perry Babcock

Perry : "How many times do we have to go through this, Son? Your grandmother is dead!"
 Norman : "I know!"
 Perry : "Then why do you keep on talking to her?"
 Norman : "Because she talks back!"

Timestamp: 02:33 – 03:36

Based on the dialogue written above, this is categorized as the character vs character conflict. The conflict itself happened in their kitchen house during the morning. The characters who were present during the arguments were Norman, Courtney, Perry and Sandra. The conflict began as Norman asked his father to turn up the heating inside the living room because their grandmother's feet were cold. This request caused anger inside Perry, as shown from the lines of *"How many times do we have to go through this, Son?"*, which could imply that a previous conflict regarding the same topic had occurred and not settled properly. Therefore, from there on, the two began to argue as they had different opinions and beliefs concerning the presence of ghosts or spirits in the world. This was one of the traits of character vs character conflict.

The dialogue expression of the second conflict between Norman Babcock vs Perry Babcock

Perry : *"This is where it stops! It's one thing being a mental case in front of your family, but not the whole freaking town! There's not gonna be any more talking to ghosts, or grandmas, or, or... what is it now?"*
 Perry : *"You're grounded! You hear me?"*
 Norman : *"This is ridiculous. I wish everyone could see what I see! I didn't ask to be born this way!"*
 Perry : *"Funny, neither did we".*

Timestamp: 21:09 – 21:17

Based on the dialogue above, it could be seen that the conflict took place inside Perry's car, on the way from the school gymnasium. Here, there were Norman, Sandra, and Perry who were involved in the arguments. Both Perry and Norman got into a considerably huge fight.

Due to the fight, the relationship between the two got even worse than the first conflict of Norman and Perry. In the fight, Norman frantically screamed on top of his lungs due to the vision that he had seen. Nevertheless, this made a huge attraction, because it happened during a theatre show. Therefore, due to that, they went back home. During the car ride, Perry, who couldn't take it anymore, scolded Norman and grounded him. Other factors that led to this, was that Perry believed that Norman was currently mentally unstable, while Norman stated that the punishment was unnecessary. This was considered as character vs character

conflict, because it involved verbal argument due to a contrasting opinion between Norman and Perry.

The dialogue expression of the third conflict between Norman Babcock vs Perry Babcock

Perry : *"Son! Step away from the zombies!"*
 Norman : *"No! I won't!"*

Timestamp: 01:06:50 – 01:07:06

The third conflict between Perry Babcock and Norman Babcock only involved a small argument between the two. The source of the conflict was the fact that Norman shielded the zombies from the sheriff and the townsfolk. The act of course triggered Perry to be angry at Norman. However, seeing this from Perry's point of view, it was pretty normal for parents to act protective of their child, especially in a dangerous situation, even though they were currently in a bad relationship due to past conflict.

Perry himself only wanted that his child was not looked down upon in the Town and he only wanted the best for his child. This could be implied from the sentence; *"I'll come back and haunt Norman! Maybe then he'll start listening to me!"* (Timestamp: 1:07:03). On the other hand, Norman knew that and he only wanted his father to believe and understand him. This was categorised as a minor conflict compared to the previous one. This was put under this type due to the different views, between Norman and Perry, which led to miscommunication.

Norman Babcock-vs-Courtney Babcock

The dialogue expression of the first conflicts between Norman Babcock-vs-Courtney Babcock

Courtney: *"O-M-G, you are such a liar!"*
 Norman : *"I'm not making this up! I swear! She talks to me all the time!"*
 Courtney: *"Oh yeah? Prove it!"*
 Norman : *"She said it's not very ladylike to hide photos of the High School quarterback with his shirt off in your underwear drawer."*
 Courtney: *"I knew it! You've been sneaking around in my personal stuff!"*

Timestamp: 2:54 – 03:18

The dialogue above is concluded as the character vs character conflict, which happened between Norman Babcock and her sister, Courtney Babcock. The conflict setting was when Norman also fought initially with his father, Perry Babcock. The characters who were present during the conflict were Norman Babcock, Courtney Babcock, Perry Babcock and Sandra Babcock. The source of the conflict was that Courtney believed that Norman was lying regarding talking to their deceased grandmother in the living room. This could be proven from the line; "O-M-G, you are such a liar!" and, "Oh yeah? Prove it!" (Timestamp: 02:54 & 03:52).

In this case, Norman himself, who stood up his ground and stated a fact, made things more complicated than before. This could also generalize similarity with the previous conflict, where both of the characters were also getting into heated arguments due to a gap of differences regarding a discussed topic.

The dialogue expression of the second conflicts between Norman Babcock vs Courtney Babcock

Courtney: "Why d'you have to go and get everyone involved in all your weird stuff?!"

Norman : "Well, you weren't supposed to follow me, were you?"

Courtney: "Oh my gosh, I think I'm having an aneurism! This is so typical of you!"

Norman : "You don't understand! I'm the only one who can stop this, Courtney!"

Timestamp: 46:17 – 46:47

The conflict took place at night during the chase against the zombies. The source of the conflict was the confrontation from Courtney regarding the mess that Norman had brought upon them. Meanwhile, from Norman's point of view, he did not do anything wrong. He was trying to save all of them back then from the witch's curse. However, his sister did not seem to fully understand the responsibility that Norman currently bore and this led to both of them arguing in the middle of an urgent moment.

In a way, this conflict was emotionally related to the previous one. Hence the reason it was categorised as one of character vs character conflict type was due to the verbal argument (between Norman and Courtney), which made the misconception between the two even higher. Even though it was considered as one of those little arguments between siblings, the conflict regarding Norman who had a

supernatural ability seemed to cause his sister to doubt him even more. As a result, their relationship did not improve a single bit.

The dialogue expression of the third conflicts between Norman Babcock vs Courtney Babcock

Courtney: "I do too listen! And whatever it was you just said, it's not working! You think you're going to go out there and do your talking to the dead thing and this is all going to be okay? What are you going to do, ask the zombies not to eat you?"

Norman : "I should've known you wouldn't understand! No one ever does!"

Courtney: "Norman, you need to stop all this weird stuff and start living in the real world!"

Norman : "Everyone in the real world thinks I'm a freak! And you know what, maybe they're right, maybe I am a freak! But I never asked for your help... just go! Get out!"

Timestamp: 57:43 – 58:32

This conflict happened during the search for the witch's grave at the Massachusetts Town hall. The source of the third conflict, between Norman and his sister, Courtney, was the fact that Courtney was still very doubtful regarding Norman's solution and believed that everything they had done was foolish. Another point that needs to be mentioned was how she underestimated what Norman was capable of. This of course made Norman offended and mad regarding Courtney's statement. All of the anger that he had calmly stored away burst out due to how ignorant Courtney was regarding the situation.

This was classified as one of the character vs character conflicts. The reason could also very much be seen through the dialogue above. How all of the previous conflicts between Courtney and Norman built up until the last one. Similar to the former conflict, this only involved a verbal fight with the addition of constant screaming and yelling. This marked the last conflict between Norman and Courtney

Norman Babcock-vs-Alvin

The dialogue expression of the first conflict between Norman Babcock-vs-Alvin

Alvin : "Hey, ghost jerk! You know what?"

Norman : (Sigh) What do you want, Alvin?

Alvin : Why don't you see some more ghosts, goober?

(...)

Alvin : Hey! Hey! Norman! Talk to that.

(...)

The bullies strut away, content in the psychological damage they've managed to inflict.

Norman : Flies don't talk

Timestamp: 8:46 – 09:13

This conflict took place in the hallway of the school, specifically in the locker area. The source of the conflict for this was the fact that Alvin bullied Norman verbally and physically. Here, Alvin mocked Norman's ability to talk to the dead. During the scene, he also squashed an innocent fly just to show that he was that big and bad guy at the school. This attitude was also supported by his friends' laughter, which made his ego higher. On the hand, Norman, being a small and little boy, couldn't possibly go against Alvin who had a much bigger and taller body.

This was categorized as character vs character conflict due to how it involved bullying between characters. It means that one of the two characters was treated badly just because the other person considered certain things owned by the opposite character to be nonsense. In this case, the fact that Norman was unique and different made Alvin bully him, when in fact it did not make him cooler at all. The other reason was that Alvin caused psychological damage to Norman and laughed about it. This was shown to be one of the traits of this type of conflict (good person vs bad person).

The dialogue expression of the second conflict between Norman Babcock vs Alvin

Alvin : What ya got there, Geekula?

Norman : Give it back!

Alvin : Can't wait to see everybody's faces when they hear about this one!

Norman : No, don't! Alvin!

Alvin : Hey! Nobody makes me miss out on a possible date with a girl that almost had some interest in talking to me. Yeah? Thought so! You got nothin' to say!

Norman : Uh-oh.

Timestamp: 34:46 – 36:16

In this conflict, the conversation happened at graveyard of the seven victims of the witch's curse. The source of this conflict was that when Norman was trying to cycle faster on his bike, he accidentally bumped into Alvin, who was on street dance, and ruined his breakdance. Therefore, this made Alvin embarrassed and he turned to follow Norman to his uncles' house. Alvin, who wanted to get revenge,

stole Norman's book when he was about to read from the book. Here he behaved as a fool but was ignorant to his behavior. Norman tried to get the book but it was too late since the witch herself was already awakened.

Based on the dialogue and the short explanation it could be seen why this dialogue was considered as one of the conflicts that Norman faced in the movie. In this scene, his bully wanted to get back at a minor mistake but he didn't reflect on what he had already done to Norman, in which Norman never wanted to take revenge for it. Not only did Alvin was a hindrance, but because of him, Norman was too late to realize that the witch wasn't buried there and that the curse was already activated. This following event was also what started the ruckus in the Town later on.

Character-vs-supernatural conflicts

Norman Babcock-vs-the zombies

The first action expression regarding the first conflict between Norman and the zombies

Norman watches as more graves bulge and break open and mud-encrusted shapes begin to emerge through the earth. The air is filled with anguished moaning, the glowing fog dancing and whirling about the hatching figures. The two boys are rooted to the spot, mouths hanging open. Close on one of the figures crawling out of the ground into a patch of moonlight. Ragged and rotten it wears the mud-encrusted clothes of a colonial Puritan. It stares down at its hands, almost in disbelief, then lifts its face up to the sky and lets out a howl.

(...)

The boys find themselves backed up against another headstone, this one engraved with the name "judge hopkins". They leap aside as the ground swells beneath their feet, and the dead judge punches through the dirt, bolt upright. His face wears a rictus grin and he looms over the boys like the Grim Reaper in a powdered wig.

The conflict took place in the late afternoon at the graveyard. The source of the conflict itself was due to Norman's lateness in reading from the book in the witch' graveyard, as his uncle had ordered. Since, the sun was setting down; the witch's curse was activated from its 300 years' sleep. Thus, the 7 dead judges now turned into a form of a living dead or known as zombies.

This conflict was categorized to the character vs supernatural conflict due to how it involved not only human being but also supernatural being. Furthermore, in this scene the zombies actually terrorized Norman and Alvin up until they re-united with Courtney and the gang. Last but not least, the zombies were centered as the antagonist who tried to kill and eat the humans.

The second dialogue expression regarding the conflict between Norman Babcock and the zombies

Norman : *How could you?! She was just a little kid! She was no different than me!*

Norman : *Keep away from me!*

(...)

Zombies : *You can speak to the dead. To us. To her. We need you to read from the book to send us all back to the grave.*

Norman : *But it didn't work! It's a fairy tale! Just a bedtime... story..*

Norman : *That's it, isn't it? A bedtime story to keep a little girl asleep for another year. And now you need my help because I'm the only one who can read it to her!*

Norman : *Here's your book! Try reading it yourself! Why did you do it?*

Zombies : *We were scared.*

Norman : *Of what?*

Zombies : *Of her. I believed we were doing what was right. I was wrong. Now this is our punishment. We thought we knew our way in life but in death we are lost. Please help us.*

Timestamp: 01:03:25 – 01:05:23

During this conflict, the conflict took place at night in the Massachusetts Town hall. The conflict itself happened because Norman now learned the truth on why the curse was bestowed upon the seven judges and how they were reincarnated as the living dead. All night long the zombies went to chase Norman because he was the only person who could talk to the Witch (Aggie). The characters that were involved in this conflict were Norman and the zombies.

This conflict was designated to human vs supernatural being due to the following reason. First, the conflict was centered on human and supernatural beings, which, in this case, were the zombies. Second, throughout half of the movie, the zombies were viewed as the antagonist, based on the perspective of all of the characters that existed. Last but not least, in the presented conflict above, the zombies were also the very reason for all the curses that happened in the first place. To be exact, the zombies' horrible actions in the past affected everyone in the present era.

Norman Babcock –vs-the witch (Aggie)

The dialogue expression of the first conflicts between Norman Babcock vs the witch (Aggie)

Norman : *You horrible old witch! Is this what you want?*

The roiling face above him seems to cackle mercilessly.

Norman : *Why won't you listen to me? Why are you doing this?!*

The face in the clouds turns inside out as a tongue of lightning spits out. It smacks into the book held in front of Norman's chest, lifts him up off his feet and throws him back onto the old timbers of the roof. The air is knocked out of Norman as, trailing smoke, he smashes through the wood into the fiery chasm of the building beneath. Camera follows him as he plummets, screaming, and is enveloped in thick black smoke. There is a loud thud, and silence.

Timestamp: 01:00:10 – 01:01:11

The conflict took place at the Massachusetts Town hall's roof. The source of conflict was the fact that, after being chased by the zombies, Norman retreated to the roof of the Town hall. There, he saw the image of the witch and decided to read out the book from there. However, since the witch did not listen, he bravely asked her the reasons she did this horrible action. This caused the witch to be mad and to strike him with a bolt of lightning, which enabled him to see what happened to her tragic past life.

This was included as the character vs supernatural conflict due to a few reasons. First, the conflict happened between a human being and a supernatural being (a witch). Second, it also represented the protagonist vs the antagonist. This was shown by how Aggie (the witch) attacked Norman with lightning, which thankfully did not do him any harm due to the storybook that protected him. This means that Aggie intentionally tried to physically harm Norman.

The dialogue expression of the second conflict between Norman Babcock vs The Witch (Aggie)

Aggie : *I'll make you suffer!*

Norman : *Why?*

Aggie goes to shout, but stops, unsure of her answer.

Aggie : *Because... because...*

Norman : *Because you want everyone to hurt just as much as you are! So whenever you wake up you play this mean game, but you don't play fair!*

Aggie : *They hurt me!*

Norman : *So you hurt them back?*

Aggie : *I wanted everyone to see how rotten they were!*

Norman : *You're just like them, Agatha.*

Aggie : *No I'm not!*

Norman : *You're a bully.*

Aggie : No I'm not!

Timestamp: 01:13:20 - 01:18:14

This conflict happened deep inside a forest, where Aggie was buried. The source of the conflict was because Norman tried to convince Aggie to stop her action against the zombies. Hence, this made Aggie herself conflicted regarding the motive why she wanted to involve everyone innocent, when in fact that also made her a bully. She did not realize that when she wanted to take further revenge, she would eventually forget those who were dear to her.

This was categorized as the character vs supernatural conflict because it involved arguments and debates between the two main focuses of the movie. It had been showcased that Norman did not agree with the idea of hurting other people for their own pleasure. On the other hand, Aggie wanted to inflict the pain she had felt on people who had hurt and killed her in the past. This was shown in a heated battle between the two to reinforce the opinions of what they believed to one and another. In short, this was the main battle between the protagonist vs the antagonist to end the problem once and for all.

Character-vs-society conflicts

Norman Babcock-vs-students of Blithe Hollow Middle School

The action expression regarding the first conflict between Norman and the students

School kids line the path in front of Norman; a gauntlet of jeering, merciless, pre-pubescent horror. Norman takes a deep breath as he begins his daily walk of ridicule. Most of the kids give him a wide berth, but others sneer and whisper as he passes. A bell rings the start of the school day, and everyone makes a bee-line for the building. Someone barges Norman with their shoulder, knocking his backpack to the ground. Other kids snicker as they step over him. As the last of them head through the lobby doors, Norman is left alone on the path.

Timestamp: 07:47 – 08:18

The conflict above showed that Norman was struggled in adapting at school. In the movie, he just arrived at school like everyone else, but due to the fact that everyone knows that he was able to see ghost, Norman was considered as "weird". Therefore, he received that traumatizing look from the students. This conflict belonged to the character vs society conflict due to a few reasons. First of all, the conflict involved a lot of students who participate in bullying Norman, actively and

passively. Second, the reason for the conflict was due to that Norman was different and unique than the rest of the students.

The dialogue expression regarding the second conflict between the student of Blithe Hollow Middle School and Norman.

Norman walks the familiar gauntlet of school kids, only this time the abuse is tenfold.

Student 1 : Look! It's AbNorman!

Student 2 : What'd the tree tell you today, Norman?

Student 3 : Are the dead coming soon, Norman?

Timestamp: 21:53 – 22:18

This conflict set in the school after the Norman's screaming incident. The source of the conflict was the incident where Norman was given a vision regarding the awakening of the witch's curse. Therefore, due to that, most students at school verbally abused him, only this time it worsened. However, being the quiet kid he was, Norman couldn't fight back, due to no evidence shown at the spot. Thus, it would be pointless for Norman to fight back as he was outnumbered.

This was included as the character vs society conflict for a few reasons. First of all, in this conflict, the society was the school students, and there were a lot of them. Therefore, visually Norman was against a lot of students due to the incident. Next, it was categorized as such because the students verbally abused him. In addition, it was much ten times much more than before. Hence, it could be implied that due to being labeled as a "freak person" and bullied at school, mentally Norman was not all right. Consequently, this scene disadvantaged certain person and brought advantage to others.

Norman Babcock-vs-Massachusetts townfolk

The first dialogue expression regarding the conflict between Norman and the townfolk.

Norman : The dead are coming!

Mitch : Did he say the dead are coming?

Perry : (Nervous laughing) No, no, no!

Norman : yes!

Everyone jumps as Norman abruptly sits up, eyes wild.

Norman : The tree told me!

Perry's face drains of color while the other parents murmur and mutter, crowd speak for "what a weirdo". Norman sees their expressions of disgust and suspicion. Worst of all, peering around parents' legs with a look of shock and fear is Neil. Norman catches his eye a moment, and Neil looks down at the ground.

Timestamp: 18:15 – 20:47

The setting of this conflict was inside the gymnasium where the theatre was held. This conflict started because Norman gave a sudden outburst and jumped to the front row near the front row seat. The people who saw this, of course, were confused and wondered as to what just had happened. Norman then explained that, based on his vision, the tree told him that the dead were coming to this town. However, Norman forgotten that Neil at that time was wearing a tree costume and this made him to be targeted by the mass.

This conflict was categorised as character vs society due to how the crowd responded to Norman's explanation. Not only they underestimated Norman but they also talked low about him; for example, they described him as a weird boy and gave him "the look", even though he was just a little kid.

The dialogue expression regarding the second conflict scene between Norman and the townfolk.

A loud thud from within the Town Hall causes the gathered crowd outside to gasp, and those closest to the doors to take a few steps back. The crowd gasps again as the charred front door of the Town Hall is wrenched off its hinges by a huge piece of timber and crashes down the steps in a shower of flaming splinters. A ripple of shock runs through the crowd as several skeletal figures emerge, spluttering and wheezing through the smoke, shielding their faces from the heat. The gathered crowd are even more aghast when they realize a child is being guided out of the flames by the zombies. Hooper pulls out her gun and marches toward the zombies.

Sheriff Hopper : You stay right where you are! You may be dead already, but I will still shoot you!

Norman : Wait!

Norman : No! You don't understand what's happening here! I spoke to them and it's not what you think!

Norman : The curse isn't about the zombies hurting you! It's about you hurting them! I figured it out, and I know a way to stop this!

Mrs. Henscher : He's in league with them!

Deputy Dwayne: Let's hang him!

Gucci Lady : No! We can't hang him, stupid! It's the 21st Century!

Deputy Dwayne: *Then let's burn him!*
Norman : *Listen to me!*
Crystal : *Get them before they eat us!*

Timestamp: 01:06:45 – 01:07:35

The setting took place at night in front of the Town hall building. This conflict originated when Norman came out of the place at the same time as the zombies. Furthermore, when Sheriff Hopper wanted to shoot the zombies, instead of backing away from the scene, Norman bravely stood up and shielded the zombies from the pointed gun. Everyone who saw this believed that Norman had cooperated with the Zombies to destroy the town. When Norman wanted to reason with them, it was no use. The angry mob was already out of their human mind. The only thing they wanted was to hang and burn both Norman and the Zombies.

Based on the conversation above, not only had Norman already been given the "weird-look" by the Massachusetts people, but now he also had to confront them. They were the same mob who pretty much underestimated him from the beginning. Here, it could be seen that Norman had to fight and reason with everyone on why the zombies appeared. However, in return, he was given the threat of "**Let's kill him/ Burn him**" yells. This, of course, made Norman scared. Through this, Norman could feel the implication of what had happened to Aggie. Norman could see that people could do and say horrible things just because they were scared. Hence, due to the verbal and near physical attacks to Norman, it was pretty clear why this was categorized as the character vs society conflict.

Discussion

Conflict, based on the definition from chapter two, takes place when two or more people have different perspectives regarding something and this may cause problems in the short/ long term. Based on Kenney (1966), the conflict types, as shown in the movie, consisted of four types (character vs self, character vs character, character vs supernatural and character vs society), out of six. The two conflicts that were not present in the movie included character vs technology and character vs nature). Also referring to the content in chapter two based on Perrine (in Muttaqi, 2016), conflict was based on two large categories presented in the movie. They are; internal conflict and external conflict.

The internal conflict comprises conflict versus self while the external conflict includes conflict versus character, supernatural and society. The conflicts in

ParaNorman movie were presented in the forms of dialogues and actions. In the movie, Norman had to face most people, such as Perry Babcock, Courtney Babcock, Alvin, the zombies, the witch (Aggie) and the Massachusetts Townsfolk. In addition, the problem started from minor conflicts (arguments between Norman and Perry) to much bigger conflicts (Aggie, Norman's family, and the society against Norman).

It could be understood that through this movie, there was a lot of conflicts that may occur in real life. The root of the conflict came from something simple yet cruel. Based on the researcher's understanding, all of the four conflicts occurred due to the same reason, namely, bullying. It was mentioned in the movie that Aggie (the witch) was killed due to her being born with some "unique ability", or a rare ability which, in some cases, made some people terrified of the person. Aggie was born with the power to do things out of human logic; for example; fire could be formed in her hand. She could also see supernatural beings. These abilities caused her to be isolated, bullied, and, worse, killed by the five judges of Massachusetts. However, the situation did not stop there.

Norman, who could see ghosts, also experienced being bullied by the school and being avoided by the Massachusetts townsfolk. His family also ridiculed him and this made things worse. Similarly, Neil also suffered from being bullied. The only difference was that he was bullied for being fat, or getting fat-shaming. From these three cases, we could see some similarities and patterns. Those who were different from society were isolated, avoided and bullied in the ParaNorman movie. Based on Muliadi (2020), since the fiction genre was inspired by real-world events, this somehow also resembled most cases in reality.

According to the researcher's understanding, most of the conflicts above would not exist if there was no bullying problem. Unfortunately, this was also a real problem in real life (Hymel & Swearer, 2015). In general, children in real life were hesitant to discuss it with adults. That was the reason that the director of the movie hoped that, through watching ParaNorman, children who were getting bullied had the courage and could be provided an opportunity to talk to adults (Kerr, 2012).

Conclusion and Suggestion

Character building in Curriculum 2013 could be implemented through various methods. Movie is one media that teachers could use as a teaching tool in giving an

example of the implementation of character building in life, especially in solving conflict. In this research, the movie used was ParaNorman.

After watching, analyzing and understanding the movie, the researcher arrived at the following conclusion that there were four types of conflict which could be found in the movie: First, character vs self, where the main character (Norman) was shown to have a conflict within himself. Second, character vs character, in which the characters who were shown to have conflicts with the main character of the movie (Norman) were: Perry Babcock, Courtney Babcock and Alvin. Third, character vs supernatural, where in the movie, the supernatural beings that appeared to have conflicts with the main character (Norman) were: the zombies and the witch (Aggie). Last but not least, character vs society, in which it was shown that Norman had conflicts against the society in which he lived. The society in this aspect was divided into two types: the Students of Blithe Hollow Middle School and the Massachusetts townsfolk. For further study, future researchers could analyze the conflict in another genre, namely, a movie that is not an animation.

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