

Sentience

In *Wall-E* Movie Script by Andrew Stanton (2008)

Thesis

*Submitted as a partial fulfillment of the requirement
to get strata one (S1) degree.*



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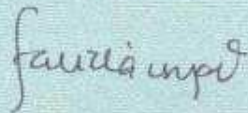
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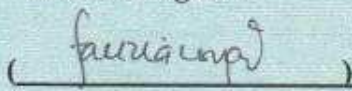
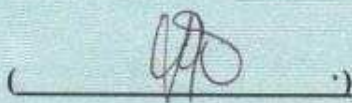



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ABSTRAK

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**Pembimbing : 1. Dra. An Fauzia rozani Syafei, M.A.
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Skripsi ini merupakan analisa script film *WALL-E* (2008) yang ditulis oleh Andrew Stanton dengan judul *Sentience*. Masalah yang diangkat dalam analisis ini ialah manusia di masa depan yang direpresentasikan oleh tokoh utama, robot, bisa bertahan hidup dengan kemampuan *sentience*. Tujuan dari penganalisaan ini untuk mendapatkan jawaban sejauh mana *script* film *WALL-E* memperlihatkan *sentience* yang membantu tokoh utama untuk hidup layaknya seperti manusia. Disamping itu juga, analisis ini bertujuan untuk mengetahui sejauh mana tokoh (*character*), *conflict* dan *setting* mendukung pemaknaan tersebut, dengan menggunakan perspektif *four basic psychological function* dan *sentience*. Hasil analisis menunjukkan bahwa tokoh utama memiliki kemampuan *sentience* dengan menggunakan pikiran (*using mind*) dan menggunakan intuisi (*using intuition*). Kemampuan pertama, berfikir (*using mind*) digunakan dalam penyeimbangan pemenuhan kebutuhan antara rohani dan jasmani. Kebutuhan jasmani mencakup perlindungan, makanan, istirahat dan pengobatan. Sedangkan kebutuhan rohani mencakup hiburan dengan menonton TV dan mendengarkan music dan kegemaran dengan memiliki koleksi sebagai hobi. Kemampuan kedua, menggunakan intuisi (*using intuition*) yang digunakan dalam memahami situasi untuk pertahanan dan perlindungan diri.

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CHAPTER I

INTRODUCTION

1.1 Background of the Study

Advanced age is marked by the rapid development of technology advances. This situation affects the way of human life began to take the advantages of technology will for each activity. Then they began to rely on technology for every need. This condition makes them lose the meaning of life itself. Humans are more likely a robot which their live depends on technology that the can not life without. According to Kurzweil (1998), the rate of improvement of technology was going to accelerate and human were going to become robots or fuse with robots or something like that. The continuation of this condition will destroy the human itself. Therefore, human need an ability that can make them to be more like a human. One of the ability is sentience.

Sentience is a basic ability of human. This ability is used to give a warning about an experience that can help human to make a decision in the future. Sentience means the ability to feel and having sensation or be conscious to have subjective experience. Bortolotti (2005) stated that

“a brief of sentience was offered earlier when the distinction between the capacity to have experience and react appropriately to external stimuli (sentience) and the further capacity to be aware of oneself as distinct individual whose existence began sometime in the past and will extend into the future (self consciousness).”

From the statement above, it can be seen that there are steps of processing information in facing experience. There are three process of sentience ability. It

starts from the ability to have experience and react appropriately to experience and then the way to response the experience in the future. It means that human with sentience ability will have the ability to judge the information of experience they face. Then it can make them to be aware to take a good response in the future. Thus sentience works as a process to feel sensation of an experience that can warn the individual to take a response in the future. Sentience also affects act and the way of thinking in the future.

Sentience is also called as a process of judging information that is done by a system in human body. Cole (1983) stated:

Sentience, having a sensation or a feeling, or "qualia", is a phenomenon which goes beyond more than mere sensing, for it involves an internal state in which information (typically) about the environment is treated by the system so that it comes to have a subjective character.(p.3)

From the quotation above, it can be seen the process of judging information in sentience. Cole also defines it into three steps; having information, treated the information by the system, and having subjective character. It means that, Cole called the second step of judging information as the system. The information is judged by the system, then it makes human to become a subjective character in taking response of the information.

From the two definitions above, it can be seen that in the process of sentience, the second step is the way to judge the information. Human have four function abilities that are used to judge any information they get. Jung in Frager (2005) identified four fundamental psychological functions for human to judge the information. They are thinking, feeling, sensation, and intuition. He added that not

all functions are fully developed. He defines them as the superior function that is fully developed than the others and inferior function that is least developed and the most primitive and unconscious.

There are several characteristics that indicate human with sentience ability. According to Miciak (2005) there are two important characteristics of sentience. The first one is their ability to distinguish and choose between different objects and situations, which show that they understand what is going on in their environment. It means that human with sentience show their ability in deciding the act or response through the situation of environment. Another word, human can develop their intuition ability through sentience. The second characteristic is the ability to learn from experience and to cope with the world more effectively and to respond flexibly to new situations that confront them. The ability of taking a lesson from experience shows that human developed their thinking ability.

Thus two characteristics reflect that sentience ability will affect the development of two abilities in human. They are thinking and intuition. It means that sentience ability is used on those two abilities. The process of sentience ability is always used in any ability that human uses in judging information they face. By utilizing sentience in those abilities, human can be more aware to any situation or problem they face. Sentience ability affects the way of thinking to take a response in the future.

The phenomena of sentience can be found in real life. The example can be seen through the local wisdom *Smong* of Simeulue society in facing earthquake

and Tsunami. *Smong* is a folklore that is passed down for each generation in Simeuleu, Aceh province. This story teaches people to run immediately to the higher ground when the earth shook. By relying this story, most of people in Simeuleu Island have always survived from the Tsunami. Simeulue society is still keeping the story as one of the way to avoid the disaster. This phenomenon reflects the using of sentience in intuition ability. The people in Simeulue take the earth shook as the information of the environment. Then this information is judged by using their intuition as they assume that it was a danger situation. In intuition ability, it will be asked “what might happened?”. Therefore they can take a response to run immediately to the higher ground.

Another example can be seen through the way Japanese people in facing earthquake and tsunami. Japan is well known as the land of natural disasters, not only for earthquakes and tsunamis, but also typhoons, landslides and volcanic eruptions. All these happen frequently in any part of the archipelago. The central and local governments have disaster management divisions, armed with heavy equipment and conducting regular exercises. Japan also has a long reputation of being the most well prepared nation to face earthquakes and tsunamis. Tough building codes, sea walls and local emergency warning systems all are in place. This phenomenon reflects the process of sentience in thinking ability. Japan as the land of natural disaster has a good preparation in facing any disaster. It means that Japanese people has used their sentience in thinking ability to learn from experience.

The phenomena of sentience above occur in real life. It also can be found in literary works. *Wall-E* (2008), a movie by Andrew Stanton shows the protagonist Wall-e have sentience ability. Protagonist is a robot that represents the human condition in the future. Human have lost their meaning of life. Sentience is an ability that still makes them more likely a human. It is interesting to be analyzed since the protagonist as the representative of human has sentience ability.

1.1.1 Sentience

The term that needs to be explained is sentience. Sentience is the ability to feel, perceive or be conscious to the subjective experience that give a warning to take a good response in the future. According to Cole (1983) sentience, having a sensation or a feeling, or "qualia", is a phenomenon which goes beyond more than mere sensing, for it involves an internal state in which information (typically) about the environment is treated by the system so that it comes to have a subjective character. Moreover Bortolotti (2005) stated that there are three process of sentience ability. It starts from the ability to have experience and react appropriately to experience and then the way to response the experience in the future. It means that human with sentience ability will have the ability to judge the information of experience they face. Then it can make them to be aware to take a good response in the future.

Sentience in this analysis means the ability to feel, perceive or be conscious to the subjective experience that give a warning to take a good response in the future. The protagonist as the representative of human shows this ability in development two abilities. They are thinking and intuition.

1.1.2 A brief of Andrew Stanton

Andrew Stanton was born December 3, 1965 in Rockport, Massachusetts. He works at Pixar Animation Studios as an American film director, screenwriter, producer, and occasional voice actor based. Stanton studied and received his BFA in character animation from the California Institute of the Arts before working as an animator for Kroyer Films in the 1980s. It was his first step to be a famous screenwriter before he joined Pixar in January 1990 and was the second animator (John Lasseter being the first) and ninth overall employee hired at the studio.

Most of Stanton's stories expose the survival live of non human character. *A Bug's Life* (1998) tells about a colony of ants that survive from oppressing of a gang grasshopper that arrives every season demanding food from the ants. *Finding Nemo* (2003) exposes the overprotective fatherly instincts of a fish that try to save his son who is whisked from the ocean to a dentist-office aquarium. *Toy Story 3* (2010) also exposes the survival life of a group of toys in finding the new owner for them because their latest owner is growing up older. And *WALL-E* (2008) exposes the survival live of a compactor robot on the damaged earth after mass consumerism of human.

In *Wall-E*, Stanton tries to show his vision about the important point of living. In an interview with World Magazine's Megan Basham, Stanton explained:

"What really interested me was the idea of the most human thing in the universe being a machine because it has more interest in finding out what the point of living is than actual people..."(p.1)

The statements reflect that Stanton tries to show that human has lost their important point of living. In this movie script, Stanton presents a robot character that can survive in the damaged earth meanwhile the human cannot. This robot shows the important point of living that the human does not have.

Andrew Stanton has received many Academy Award nominations. Especially *Wall-E* won the Academy Award for Best Animated Feature Film and was nominated for five other Academy Awards (Best Original Screenplay, Best Original Score, Best Original Song ("Down to Earth"), Best Achievement in Sound Editing and Best Achievement in Sound Mixing). *Wall-E* was also another critical success for Stanton and currently has a 96% fresh rating at Rotten Tomatoes. *Wall-E* is about someone looking for love and overcoming their programming and making a difference in other people's lives.

1.1.3 *Wall-E*

The movie's script *Wall-E* (2008) written by Andrew Stanton reflects sentience in a robot that represents the figure of human in the future. Sentience means the ability to feel, perceive or be conscious to the subjective experience

that give a warning to take a good response in the future. In this movie script, sentience is represented by the protagonist. The protagonist is a robot, represents human in the future that has lost their meaning of life. Sentience is the only ability that still makes someone is more like a human. The protagonist shows this ability through using thinking and intuition.

The first ability is using mind. This ability is used in fulfillment necessity. It is a balance necessity between physical and mental. Fulfillment the physical necessity is done through having a shelter, need of food, having a rest, and health treatment. This action can be seen through the way protagonist lives in a container that represents the need of shelter and recharging power to keep active, represents the need of food. Then the way of protagonist recovering its own body represents need of health treatment. To fulfill the mental necessity is done through having pleasure by watching TV or listening music and enjoy collecting of knickknack as a hobby.

The second ability is using intuition. This ability is used to build awareness and self protection. To build awareness, the protagonist uses his intuition to distinguish the time between day and night, aware to the condition of environment and aware to the condition he is going to face. For example, he works only in the day time and hiding in danger situation such as hiding from hurricane. Then to build self protection, he uses his intuition to recognize the situation and then makes correct decision to solve problem.

1.2 Problem of the Study

There are many issues that can be explored from the *Wall-E* movie script written by Andrew Stanton. However sentience in non living thing emerges as the main issue which is done by the protagonist. In order to reveal the meaning of this movie script, research questions are needed. Those research questions are:

1. How far does the whole movie script exposed sentience?
2. To what extend do the fictional devices such as characters, setting and plot (conflicts) give contribution in exposing the meaning of sentience?

1.3 Purpose of Study

This study is going to find out how far the *Wall-E* movie script written by Andrew Stanton exposes sentience. Besides, this study is done in order to explore to what extent character, plot (conflicts) and setting give contribution in disclosing sentience.

1.4 Previous Study

The analysis about the movie script *Wall-E* (2008) that focused on sentience has not been found yet. However, there are several articles and studies in journal that can give contribution and inspiration in analyzing this movie script.

The first analysis was written by Brittany Agnes (2011) entitled *Creating Gender in Disney/Pixar's WALL-E*. In this analysis Agnes describes that Pixar *Wall-E* deal with the issue of creating gender. She focuses on character. This

analysis refers to her concept and Donna Nudd and Kristina Schriver idea about feminist criticism. Agnes states that the characters, Wall-e and Eve represent masculinity and femininity that follow the stereotypical representations of male dominance and the marginalization of women. *Wall-E* constructs gender in a way that suggests women are more likely to be involved in caring for others. Men, on the other hand, are expected to be self reliant, to survive on their own with no help from others, and to ultimately be the knight in shining armor at the end of the movie.

The second study was written by Jonathan Tye Decker (2010) entitled *The Portrayal of Gender in the Feature-Length Films of Pixar Animation Studios: A Content Analysis*. In this analysis Decker describes that ten Pixar movies (*Toy Story*, *A Bug's Life*, *Toy Story 2*, *Monster's Inc*, *Finding Nemo*, *The Incredibles*, *Cars*, *Ratatouille*, *Wall-E*, and *Up*), deal with the issue of portrayal gender animation movie. This analysis focuses on character, plot and cultural point of view. He refers to Wiersma's study about dissertation on the portrayal of gender in Disney animated films. Decker state that Pixar provides a wide variety of personality traits and roles in their male and females, refusing to narrowly classify characters by sex. Pixar appears to be more egalitarian than children's media in general in providing balance of its portrayal of males and females with familial and societal power, as well as out-of-home employment and in-home labor.

The study above has inspired this study that the protagonist in *Wall-E* can be a representative of a character or human. However, unlike the previous study, this analysis focused on how far the movie script reflect sentience ability through

the actions that done by the protagonist and supporting by the setting and plot (conflict) on the movie script.

1.5 Theoretical Framework

The analysis of this movie script deals with the theory by Carl Jung, four basic psychological functions. They are thinking, feeling, sensation and intuition. Thinking means evaluating information or ideas rationally, logically. According to Jung in Boeree (2006), thinking is called rational function, meaning that it involves decision making or judging, rather than simple intake of information. Moreover Jung in Frager (2005) stated Thinking is concerned with objective truth, judgment, and impersonal analysis. Thinking asks the question "What does this mean?" Consistency and abstract principles are highly valued. Thinking types are the greatest planners; however, they tend to hold on to their plans and abstract theories even when confronted by new and contradictory evidence.

The second basic of psychological function is feeling. Feeling, like thinking, is a matter of evaluating information, this time by weighing one's overall, emotional response. Jung in Boeree (2006) calls it rational, obviously not in the usual sense of the word. Feeling is the function which determines value. Moreover Fadiman (2005) stated:

“Feeling is focused on value. It may include judgments of good vs. bad and right vs. wrong (as opposed to decision making according to the criteria of logic or efficiency, as in thinking). Feeling asks the question "What value does this have?"(p.1)

From this quotation, it can be seen that the feeling tends to evaluate an information or experience with judging the value of it.

The third basic of psychological function is sensation. The Sensation is that function which perceives and adapts to external reality via the senses. Jung in Boeree (2006) called the Sensation as the irrational functions, meaning that it involved perception rather than judging of information. Jung in

Sensation refers to a focus on direct sense experience, perception of details, and concrete facts: what one can see, touch, and smell. Tangible, immediate experience is given priority over discussion or analysis of experience. Sensation asks the question "What exactly am I perceiving?" Sensing types tend to respond to the immediate situation and deal effectively and efficiently with all sorts of crises and emergencies.

From the quotation above, it can be seen the most important one in sensation is sense. Sensation works in judging information by using sense function: sight, touch or smell. Therefore sensation will response to the information or experience based on sense function.

The last basic of psychological function is intuition. Intuition is a kind of perception that works outside of the usual conscious processes. It is irrational or perceptual, like sensing, but comes from the complex integration of large amounts of information, rather than simple seeing or hearing. Jung in Frager (2005) stated:

“Intuition is a way of comprehending perceptions in terms of possibilities, past experience, future goals, and unconscious processes Intuition asks the question "What might happen, what is possible?"(p.2)

From the quotation above, it can be seen that the implication of experience takes the main role to the possibilities in the future goals.

All species have these four basic functions, but not all functions are fully developed. Jung defines them as the superior function that is fully developed than the others and inferior function that is least developed and the most primitive and unconscious.

In this movie, the protagonist shows the characteristics of sentience supported by its psychological function. The characteristics of protagonist that avoiding pain, learn from experience and the ability to distinguish different object and situation, show two functions, intuition and thinking, take as superior function than the other function.

The analysis of this movie script is supported by text-based interpretation. Guerin (2005) says that this approach is focused on the analysis and the interpretation of text itself. It signifies that the presence and the meaning of this story are found by examining the interrelation among the elements of text; theme, plot, characterization, setting and point of view.

In analyzing this movie script, fictional devices such as character, plot (conflict) and setting are crucial to be examined. According to Robert (1999) a character may be defined as a verbal representation of human being. The characters have responsible for the thoughts and actions within a story or a play in a piece of literature. The different attitudes, mannerism and even appearances of characters can greatly influence the other major elements in literary works. The analysis of characters can be done through action, thought, dialogues, and how they

react toward certain conflicts of circumstances. The character in the movie *Wall-E* is Wall-e as a non living thing with sentience ability.

The second device that is going to be used in this analysis is plot which is focused on conflict. Jacob (2003) says that:

“Conflict can be identified through the clash between the protagonist and the antagonist. It is divided into four conditions: conflict character versus the opposite character, character versus nature, character versus society, and the character versus self or internal conflict.”(p.2)

From the quotation above, it is clearly that the conflict can take the shape of envy, hatred, anger, argument, avoidance, gossip, lies, fighting, and many other forms and actions. In this analysis, conflicts which are faced by the protagonist character, both inside and outside, take an important role to reveal sentience in non living things.

The last element of fictional devices that will be used in this analysis is setting. It has a strong connection with situation, location, and atmosphere of the character in the story. Madden (2002) says that:

“Setting in fiction is the location and atmosphere of the story. It has a direct and indirect impact on character and conflict. It supports and emphasizes the story meaning.”(p.66)

This statement shows that the setting plays as one of the important things to influence the character condition. It supports and complements the conflict and characters in order to convey the meaning of the story. In this analysis, the setting of damaged earth after mass consumerism of humans takes an important role to reveal the sentience in non living things.

1.6 Methodology

The analysis of this movie script is done through text-based interpretation. Furthermore it is done by analyzing fictional devices: characters, plot (conflict) and setting. Both character and setting are inseparable because they are interrelated each other. Characters are used to evoke sympathy with audience by analyzing character act and behavior. Then setting, deals with the atmosphere and temporal environment, gives contribution in the process of analysis by giving help in revealing the meaning. Meanwhile, plot especially conflict plays an important role in conveying the meaning of movie script. Moreover, these elements are analyzed based on psychoanalysis's theory by Carl Jung.

CHAPTER III

CONCLUSION

The movie script WALL-E (2008) written by Andrew Stanton disclose that human can survive with sentience through using mind and intuition. The setting that refers to hardship condition results conflict of fear to the character as the representative of human to keep survive by using his mind and intuition. Using mind is a rational function that involves decision making or judging, rather than simple intake of information. The using of mind can be done through the balance of fulfillment necessity between mental and physical. The character uses his mind to not only fulfill his physical necessity, but he also have to fulfill his mental necessity. He can use his mind to fulfill his physical necessity by having a shelter to avoid harmful environment, having a food to have energy, having a rest to limit the work time, and health treatment to continue activity. Then he uses his mind to balances it by fulfill his mental necessity. It can be done through having pleasure by watching TV or listening to the music and enjoying collecting the knickknacks as a hobby.

Using intuition is irrational function that involves perceptual and complex integration of large amounts of information, rather than simple seeing or hearing in judging information. The using of intuition is used to build awareness and self protection. The character can survive by having awareness and self protection. To build awareness, he uses his intuition to distinguish the situation such as day and night time and aware to the dangerous situation. For example, he

works only in the day time and hiding in danger situation such as hiding from hurricane. Then to build self protection, he uses intuition to recognize the situation and then makes correct decision to solve problem.

In short, sentience ability affects the way of thinking character in making decision in the future. Furthermore, this ability helps him to survive in the hardship condition. It helps him to avoid negative situation and condition. This ability also can help the character in making quick and correct decision and solving problem. Then setting in this text, takes important role to this analysis. The setting that refers to hardship condition results conflict of fear to the character keep survive by using his mind and intuition.

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