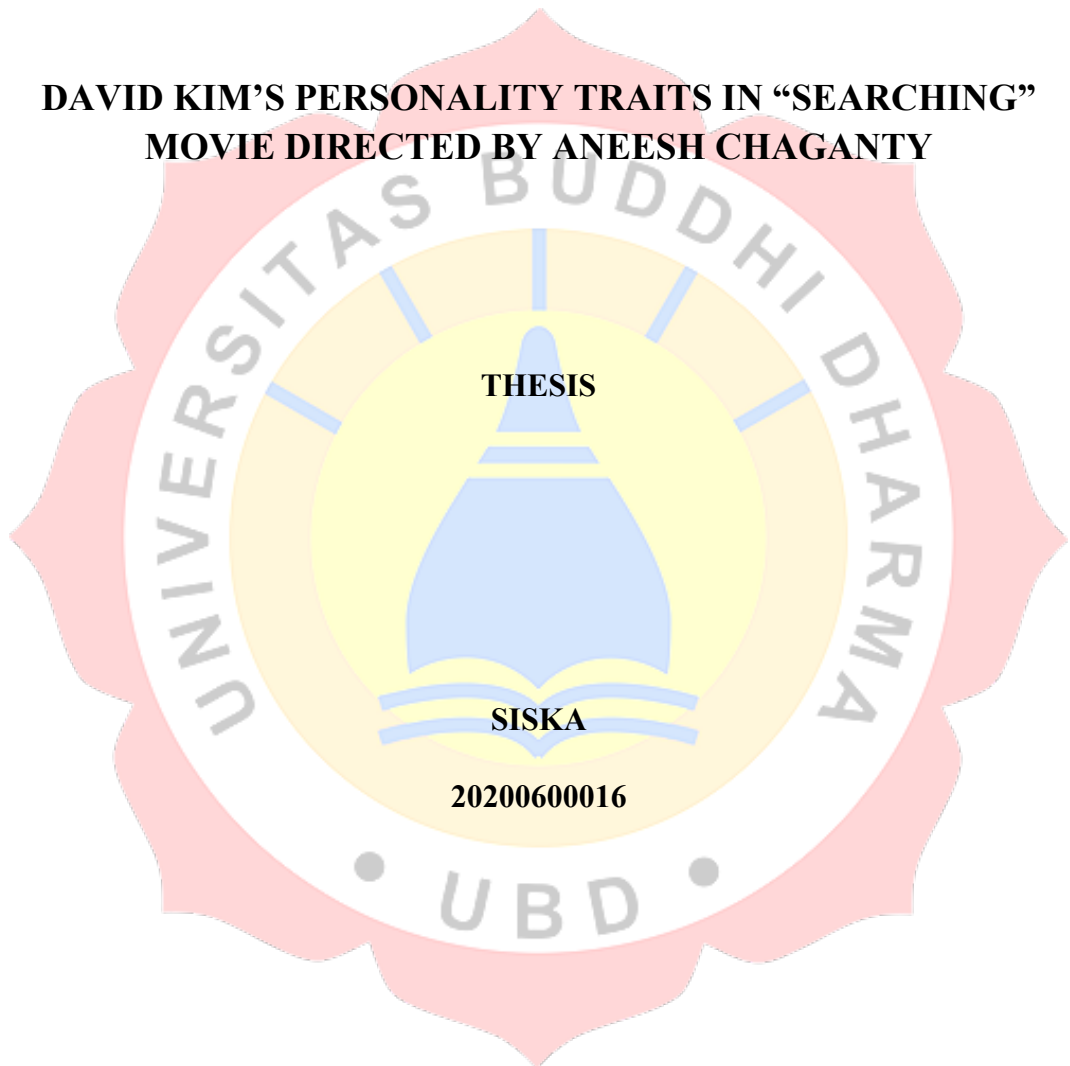




**DAVID KIM'S PERSONALITY TRAITS IN "SEARCHING"
MOVIE DIRECTED BY ANEESH CHAGANTY**



THESIS

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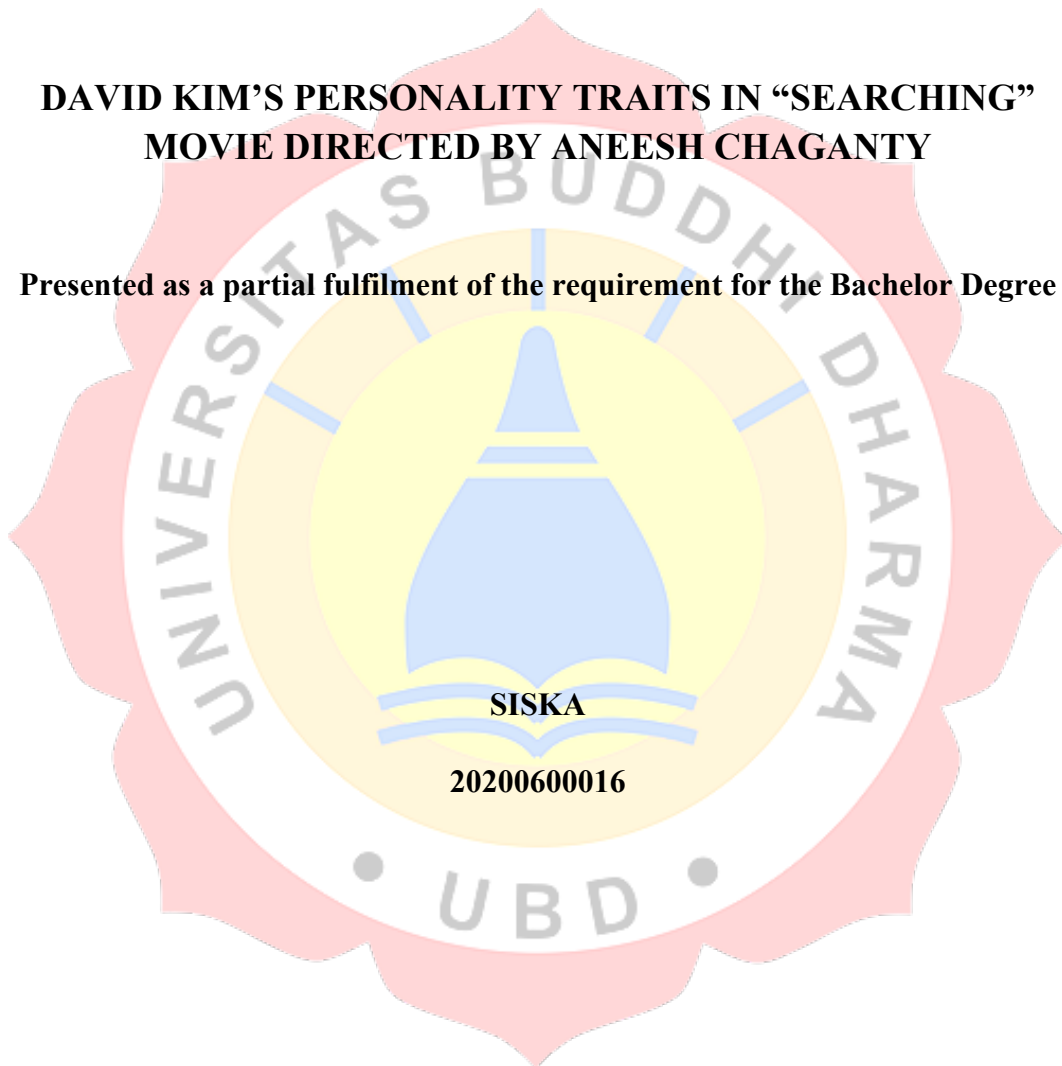
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**ENGLISH STUDIES
FACULTY OF SOCIAL SCIENCES AND HUMANITIES
BUDDHI DHARMA UNIVERSITY
TANGERANG
2024**



**DAVID KIM'S PERSONALITY TRAITS IN "SEARCHING"
MOVIE DIRECTED BY ANEESH CHAGANTY**

Presented as a partial fulfilment of the requirement for the Bachelor Degree



SISKA

20200600016

**ENGLISH STUDIES
FACULTY OF SOCIAL SCIENCES AND HUMANITIES
BUDDHI DHARMA UNIVERSITY
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2024



FINAL PROJECT APPROVAL

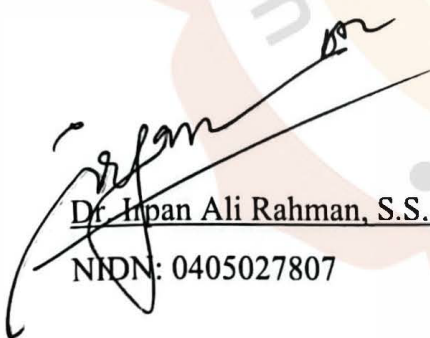
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Directed By Aneesh Chaganty

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STATEMENT OF AUTHENTICITY

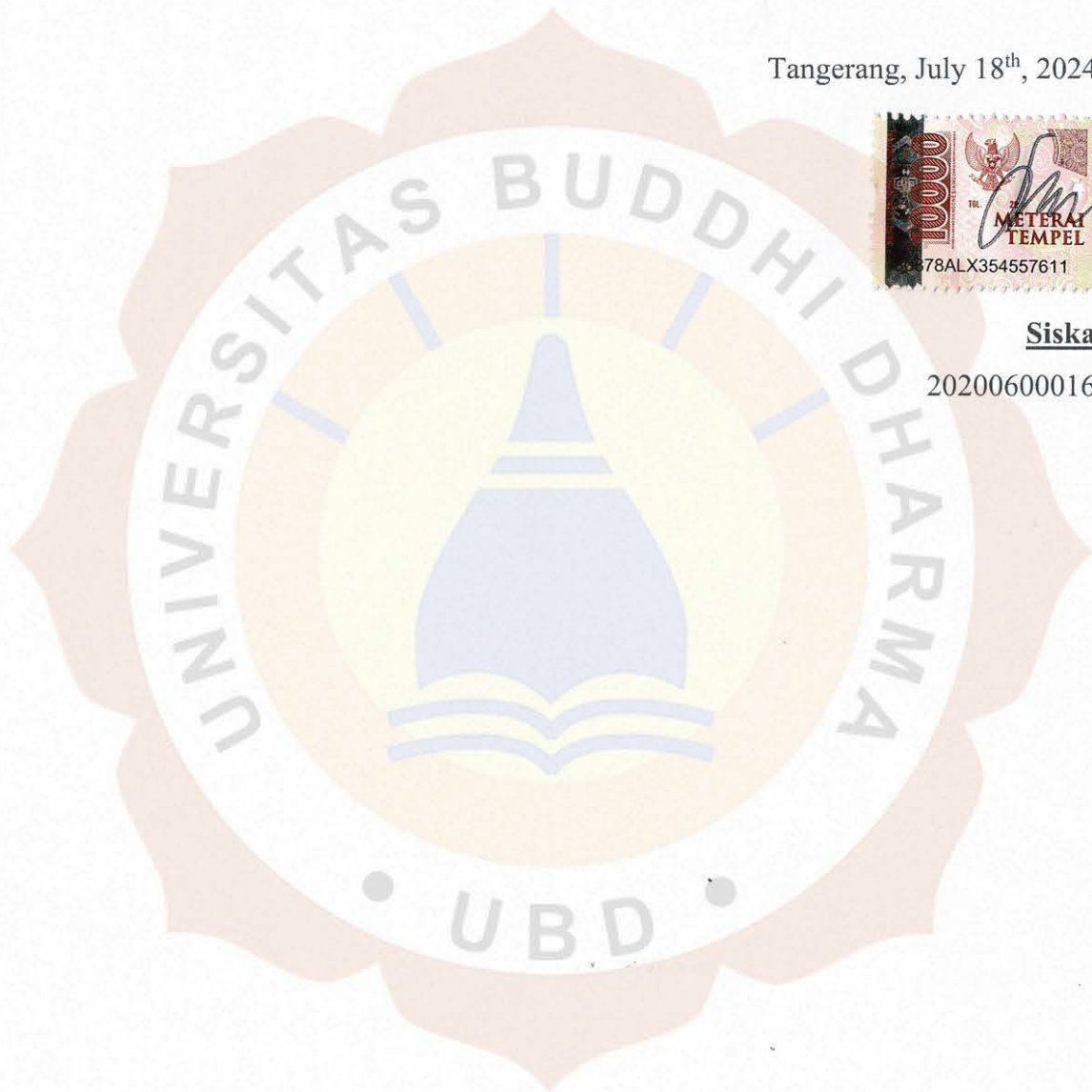
I declare that this thesis is my own writing, and it is true and correct that I did not take any scholarly ideas or work from other dishonestly. That all cited works were quoted in accordance with the ethical code academic writing.

Tangerang, July 18th, 2024



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Special thanks to the God Almighty, who has given blessings, strength, and guidance so that the writing of the thesis entitled "David Kim's Personality Traits in "Searching" Movie Directed by Aneesh Chaganty" can be completed properly. In this thesis, the writer tries to reveal David Kim's personality as a single father throughout the case of finding his missing daughter with the help of technology. This thesis is prepared to fulfill the requirements in completing the Bachelor Program (S1) majoring in English Literature at Buddhi Dharma University, Tangerang.

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Tangerang, July 18th, 2024



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ABSTRACT

This research is entitled "David Kim's Personality Traits In “Searching” Movie Directed By Aneesh Chaganty". The purpose of this research is to analyze the personality of the main character David Kim. The object of research used is the movie "Searching" directed by Aneesh Chaganty and released in 2018. The movie "Searching" tells the story of a single father named David Kim who is trying to find the whereabouts of his missing daughter using technology in the form of social media. David Kim's personality and emotions, which are very strongly displayed in every scene in the movie, are the reasons why the writer uses this movie as a research object. In addition, the writer also uses movie scripts and other information to strengthen the analysis. The writer uses the Personality Traits Theory (1992) from Costa because it is complete enough to be able to serve as a theoretical basis for analyzing David Kim's personality. The writer decided to use a qualitative method to find the results of this research. Based on the analysis, the writer found that there are fifty-three pieces of evidence with details from the neuroticism domain with twenty-five pieces of evidence, extraversion domain with six pieces of evidence, openness domain with one piece of evidence, agreeableness domain with eleven pieces of evidence, and conscientiousness domain with ten pieces of evidence. The most personality found in David Kim in this movie is from the neuroticism domain. The writer concludes that David Kim is a responsible and caring person, it's just that he had a bad experience that made him lose his way. But he is a person who tries to improve himself. Suggestions from the research can include analyzing other characters, using different theories, and taking morals from this movie.

Keywords: *psychology, personality, character, movie, searching*

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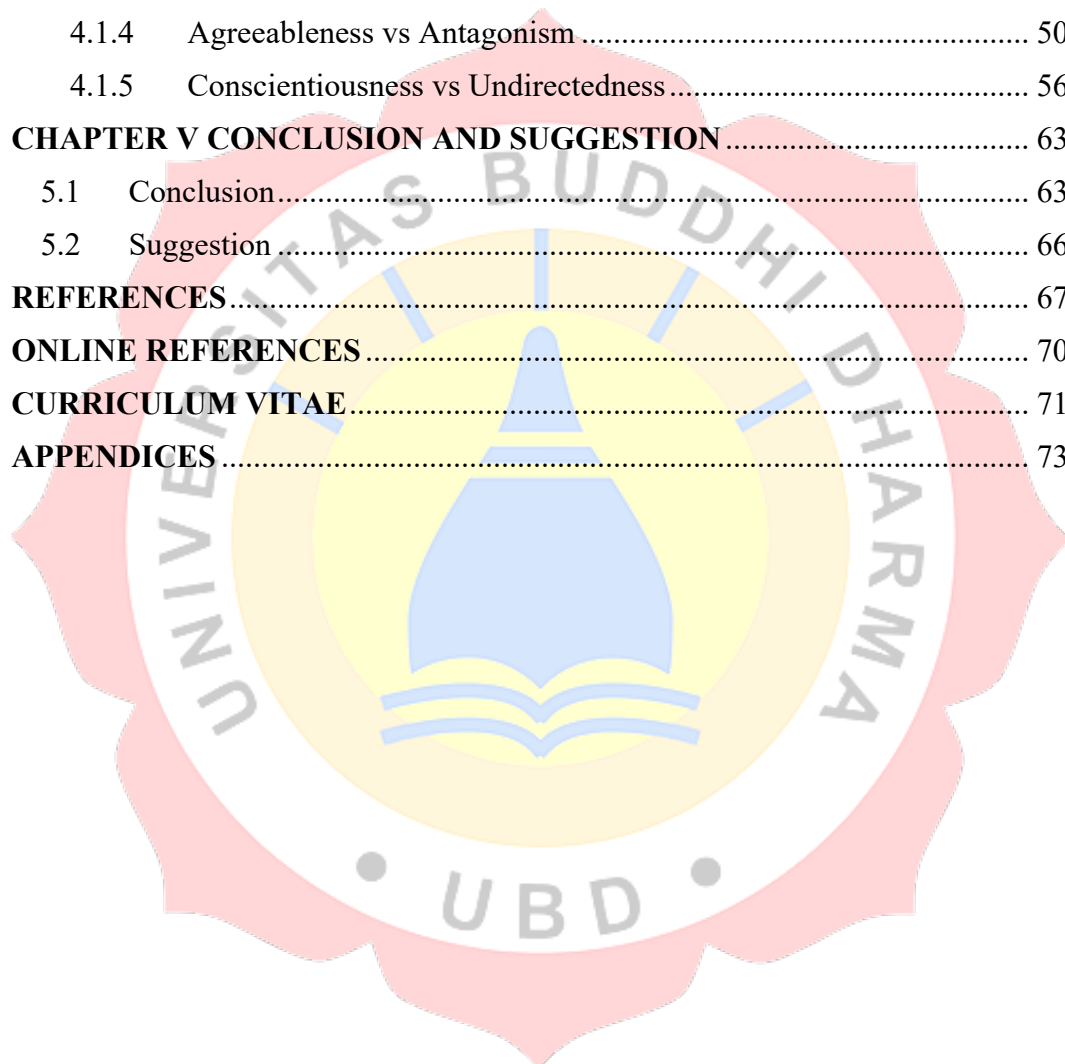
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CHAPTER I

INTRODUCTION

1.1 Background of the Study

Literature itself has many roles and functions that affect life around it. Literature can be found in various fields such as politics, history, education, economics, health, art, and others. It contains a lot of knowledge from various things from nature and human thought. The content of literature can affect the emotions of humans who try to understand it. Literature will always evolve in every era.

Literature is a source of information that is expressed in various forms of works that come from experience, opinion, or creative imagination. According to Wellek and Warren (11), the term literature is better known as imaginative literature because literature is not only a document of fact but can originate from the imagination of the author, which is unlimited. As a human being full of thoughts, ideas, and emotions, literature can be used as a place to pour all of that into a form of work that is beneficial to others. There is no limit to imagining wildly and creatively so that work can develop better. Sollors (xxiv) also stated literary means not only what is written but also what is voiced, what is expressed, and what is invented, in whatever form. Literature is not always in the form of writing such as poetry, books, newspapers, documents, or others but can be in the form of something visual and listenable such as movies, photos, and music. Most importantly, people can understand and feel what the creator wants to convey.

A movie is a moving visual work with a combination of stories, pictures, sound, and text to display a story played by actors or actresses. According to Hornby (999), a movie is a series of moving pictures recorded with a sound that tells a story, shown at a cinema/movie. The sound element in a movie is very supportive of the audience to create a reaction to a movie. A story in a movie is represented by an actor or actress with such deep emotions that the movie can have its world picture in the eyes of the audience, as defined by Bacher (8), "Movie is all connected throughout a story with several actors: human or animals, cartoony, realistic or very stylized and, with lots of emotions, action, and fantastic worlds". The process of making a movie begins with writing the story and conversations between characters

and directing the scenes, which is usually called a movie script. The movie script itself can come from a true story or the imagination of the writer.

Psychology is a science that studies human behavior, mental processes, and subjective experiences. This is also confirmed by Coon (12), psychology is now defined as the scientific study of behavior and mental processes. Psychology plays an important role in the way humans think, act, and respond to things. All of these things can be based on general knowledge or previous experience. It helps humans understand why they do certain things and what is going on in their minds. In addition, psychology does not only exist in humans but in all living things. This is also explained by Fernald (3), psychology is the scientific study of behavior, experience, and mental processes in all living creatures. All creatures have different ways and actions to survive and communicate based on instinct. Instincts can be seen from the attitudes taken and the responses received, all of which require internal psychology and experience.

The movie analyzed by the writer is “Searching” which was released in 2018. This movie tells the story of a single father named David Kim as the main character. Everything was going fine until one day he didn’t get any news from his daughter Margot Kim. From various initial efforts, it was discovered that his daughter was really missing. David Kim realized he was facing a really serious problem. David Kim tries to find out what happened to his daughter by using technology in the form of social media. The more he surfs deeper into his daughter’s social media, he realizes that he doesn’t know much about her life. From the beginning of the story, what looks happy turns into an expression of confusion and shock from David Kim, so he must behave and act appropriately to find out the true condition of his daughter.

The writer is interested in analyzing the movie “*Searching*” Because this movie depicts the personality of David Kim as a father in the digital era who uses technology to look for his daughter, Margot Kim. Almost the entire story is taken up by a computer screen display and David Kim surfing social media to find out where his daughter is. David Kim, as a father who does not understand the entire world of the internet, must learn and find out for himself what his daughter does on social media. David Kim’s personality in studying his daughter’s case and taking

action on his own apart from reporting it to the police is the main key that almost fills the entire plot of this movie. Besides that, this movie also great because it's show David Kim's character experiences very contrasting changes in personality and conditions in each story session. A unique thing about this movie is that from (imdb) data show the production cost was estimated to only cost \$880,000, but this movie managed to generate \$75 million from its screenings. Additionally, this movie won 6 awards and 10 nominations from various awards events.

1.2 Statement of the Problem

Searching was released in 2018 and directed by Aneesh Chaganty. This movie contains the meaning of the struggle of a father (David Kim) who tries to find his daughter (Margot Kim) using technology in the form of social media. After watching the movie "*Searching*", the writer sees various responses, thoughts, and responses from David Kim when surfing social media and following every news about the progress of his daughter's search which can be included in recognizing David Kim's personality. David Kim realized that he had a lot to learn about the vast world of the internet. He realized that he didn't know his daughter fully and thought hard about what her daughter had experienced since losing her mother. Based on this information, this thesis discusses David Kim's personality in more detail.

1.3 Research Questions

Based on the formulation above, the writer formulated the research questions. How does the personality of David Kim presented in *Searching* movie based on personality traits analysis?

1.4 Goal and Function

The goal of this research is to be able to answer research questions in the form of analysis results or information about David Kim's personality in the movie "*Searching*" as a father figure who reacts or acts on every news about his daughter's search and the evidence he finds on social media about his daughter.

The function of this research is to hope that readers can find out more about the relationships between families that affect each other and take positive values in the form of a father figure who does everything he can to find his missing daughter. Not only to increase knowledge but this research is also expected to help readers

who may have similar problems so as to motivate themselves to be more open, communicate frequently, look after each other, and always be careful with social media.

1.5 Scope and Limitation

The scope of the research has many aspects that can be analyzed depending on the writer's choice. In order to get the desired answer, the writer decided to analyze the main character featured in the movie "*Searching*".

The limitation of this research is that the writer only analyzes one main character named David Kim, and focuses on his personality. The writer uses Big Five Personality Traits theory from Costa as a reference in researching David Kim's personality.

1.6 Conceptual Framework

The content of this research begins with the title "David Kim's Personality Traits in "*Searching*" Movie Directed By Aneesh Chaganty". The writer uses the theory of psychology to discover the personality of the main character (David Kim) shown in the movie during the search for his daughter both from social media and directly on the spot. The research was investigated using qualitative methods. The writer has created a framework to answer the research questions that have been posed below.

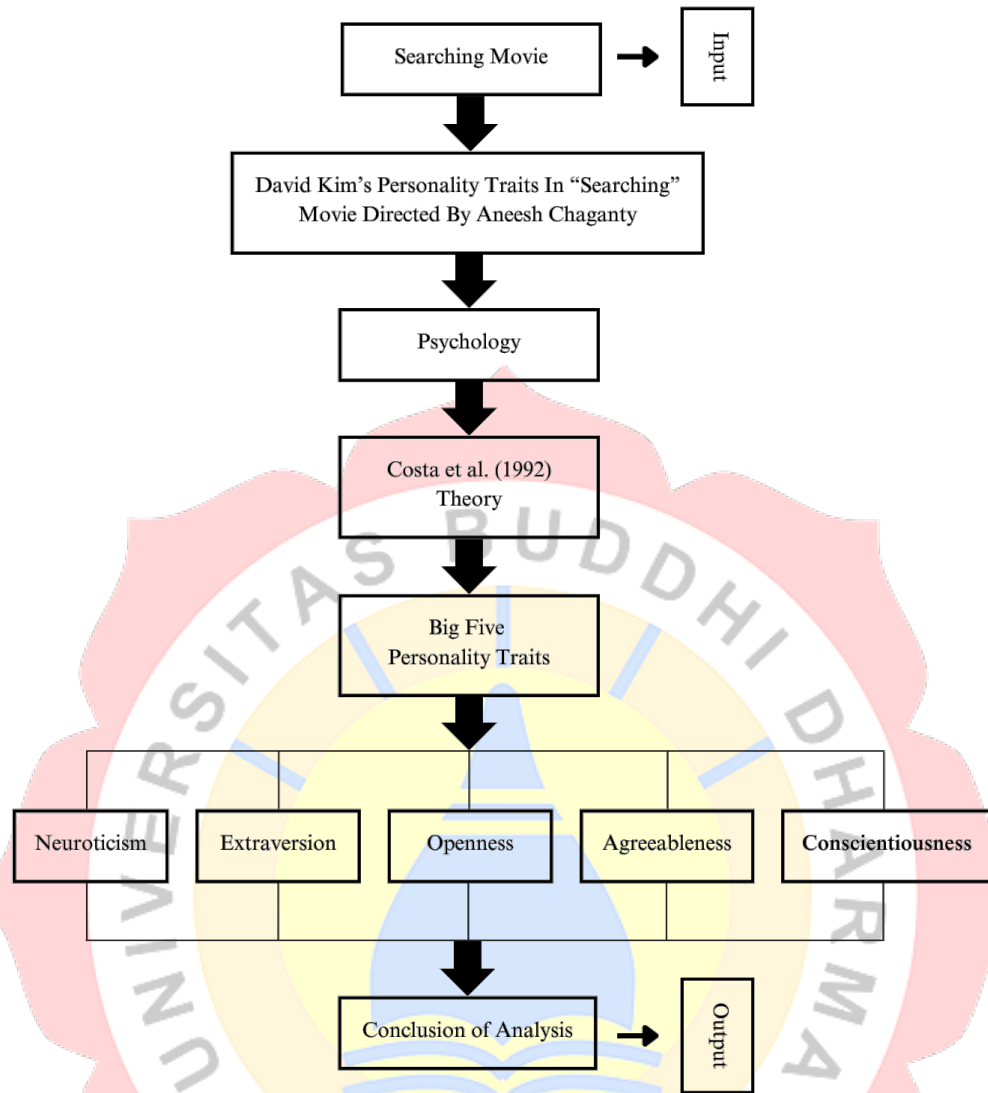


Figure 1.1 Conceptual Framework

The conceptual framework above can be explained as follows:

1. The conceptual framework shows that the writer uses the movie "Searching" as data input for the research.
2. The writer decided to do research with the title "David Kim's Personality Traits in "Searching" Movie Directed By Aneesh Chaganty.
3. The writer uses psychology as the main research.
4. The data was analyzed using the theory by Costa et al. (1992).
5. The theory explains the Big Five Personality Traits.
6. There are five personality traits from that theory, which are neuroticism, extraversion, openness, agreeableness, and conscientiousness.

7. The final results or the output produced in the form of a collection of dialogue data that is analyzed with theory and ends with a conclusion.



CHAPTER II

THEORETICAL BACKGROUND

2.1 Review of Previous Study

Relating to this research, writer have found similar research analysis, especially in the context of analyzing the main character. There are several studies that have analyzed character using personality traits. This literature review is used as the theoretical basis of this research, and to understand this research better, the writer has referred to several previous studies that are relevant to this topic to compare and support it.

The first study is “Main Characters Personality in a Movie The Lion King” written by Purba, Universitas Negeri Medan, 2022. In this study, the writer used Jon Favreau’s The Lion King movie as the object of research and analyzed personality traits of three main characters in the movie. She used personality traits theory from Costa and McCrae with a qualitative method in the research. The final result of her research shows the three main character of Simba, Mufasa, and Scar have a total of 3 personalities.

The second study is “An Analysis of the Personality Traits of the Main Character in The Interpreter Movie” written by Jelita, Sanata Dharma University, 2023. In this study, the writer used Sydney Pollack’s The Interpreter movie as the object of research and analyzed personality traits of main characters in the movie. She used character and characterization theory from Burroway and personality traits theory from Costa with a qualitative method in the research. The final result of her research shows the main character’s personality named Silvia Broome is a protagonist and has four personality.

The third study is “Analysis of Personality Traits Theory By Costa and McCrae in The Fault In Our Stars” written by Walida, Sultan Agung Islamic University, 2023. In this study, the writer used the novel The Fault In Our Stars by John Green as the object of research and analyzed personality traits of the main character. She used Costa’s personality traits theory with qualitative methods in the research. The final result of her research shows the main character’s personality named Hazel Grace has three personalities.

Based on the previous studies above, the writer found similarities and differences. The similarities of the three studies are analyzing character and personality also using qualitative methods. The difference is the object of research. Two previous studies used different movies and one study used novel.

After knowing the similarities and differences in previous studies, the writer can compare the similarities and differences in the study that going to be analyzed and previous studies. The similarity lies in researching the personality of a character as a topic of discussion. The difference lies in how detailed the parts of the theory used. The writer uses the theory of personality traits from Costa et al. (1992) with five big domain and use thirty facet scale to get more detailed in analysis data.

2.2 Literature

Literature has always been a part of human life. According to Boas, as cited in Koutsompou (74), "Literature is the record of experience interpreted by a personality that behind every book which the race has preserved is a human being's eager effort to give life meaning, to create beauty, to express vivid emotions and ideas, to make men aware of themselves and the lives they lead". In every environment, there will be differences in humans that influence the way they think and express emotions to act. This is also supported by a statement by Reese, as cited in Ade (2), where he said "Literature is a permanent expression in words of some thoughts or feelings in ideas about life and the world". It could be said that literature is a medium for humans to express their emotions to others.

In conveying emotions or making a memorable note, humans go through several stages. According to Moody, as cited in Ade (2), "Literature springs from our inborn love of telling a story, of arranging words in pleasing patterns, of expressing in words some special aspects of our human experience". Humans will put together beautiful or interesting words or patterns to tell a story which will become a continuing experience. This activity can create a literary work in various forms, for example, plays and movies or films stated by Rainsford (57) which are performances and there are interaction activities between players.

2.3 Movie

A movie usually consists of several actors who perform various scenes and are recorded. This is also confirmed by Klarer (57) that a movie is recorded and

preserved rather than individually staged in the unique and unrepeatable manner of a theater performance. One of the unique features of the movie is that it makes it easier to access and be seen globally by a wide variety of audiences. As a result, movies have the power to unite people all over the world who watch them to have the same or even different experiences.

There are various reasons why movies are so popular. The movie itself is a unique work created from various strong artistic elements. According to Boggs (3), the movie is recognized as a unique and powerful art form on par with painting, sculpture, music, literature, and drama. Its value is so valuable that it is equal to other works of art, making it recognized throughout the world. Not only as a moving image to be seen, but the movie becomes a medium for comfort and healing so that it attracts the audience.

All movies have their own characteristics which make them different from each other. The difference that is most often mentioned and easily found by viewers is the movie genre. According to Barsam (81), Movie genres are defined by sets of conventions aspects of storytelling such as recurring themes and situations, setting, character types, and story formula, as well as aspects of presentation and visual style such as lighting, and sound. There are various types of movie genres (Burns, 2009). Commonly recognized genres include:

1. Action

Action movies are movies that contain scenes of several characters with strong physical strength involved in fights and chase scenes. Usually, these movies feature action from superheroes or martial arts. The themes that fall under action movies are disasters, police, and spies. Example: Mission: Impossible – Dead Reckoning (2023).

2. Adventure

Adventure movies themselves are almost similar to action movies where there are still some extreme scenes but the difference is the setting. The setting is usually distant or unfamiliar such as in a remote forest area. The story is mostly about survival. Example: Pirates of the Caribbean (2003).

3. Comedy

A comedy movie is a movie filled with funny, suspenseful, and ridiculous situations. The main character portrayed in a comedy movie is often a clumsy or scared person who is not ready to face anything. However, usually, comedy movies always insert moral values or something that can be connected to real life so that not everything in them always contains jokes. Elements of comedy can include black comedy, parody/satire, and slapstick comedy. Example: Home Alone (1990).

4. Drama

Drama movies are movies with a lot of conflict. This genre emphasizes a dramatic plot with characters that show strong emotions. Real life is often used as a reference for making this movie. Example: The Social Network (2010).

5. Fantasy

Fantasy movies are movies filled with magical and supernatural elements that do not exist in the real world. The movie contains fantasy elements such as unique races and giant creatures like in fairy tales. Example: Harry Potter movie series (2001-2011).

6. Horror

Horror movies are movies that often feature elements that make people feel fear and horror. Characters in horror movies are usually serial killers, ghosts, or monsters as persistent and evil antagonists that can scare the audience. The atmosphere is also dark or red like blood. Example: Insidious (2010).

7. Musical

A musical movie is a movie that incorporates musical elements into the story to advance the story. Usually, the songs of the movie will be sung by the characters in the movie. Musical movies are also synonymous with a grand stage setting or a performance theater. Example: La La Land (2016).

8. Mystery

A mystery movie is a movie with a story filled with puzzles. Usually, the main character is directed to look for evidence or interview several people so that the mystery can be solved. Example: Knives Out (2019).

9. Romance

Romance movies are movies containing a love story between two protagonists. Romance movies sound very sweet and filled with cheerful nuances such as marriage but there are also some difficulties such as cheating issues, excessive obsession, pain, sacrifice, or tragedy to get true love. Example: All the Bright Places (2020).

10. Science Fiction

The science fiction genre is a movie that is synonymous with a technologically advanced world. Science fiction movies are usually about space travel, the future, the destruction of the world by robots, and new science. Example: Star Wars series (1999-2019).

11. Sports

Sports movies focus on stories with the main characters being individuals, groups, or sports fans. Sports movies do not only focus on the type of sport but also on the background of each character to achieve a goal, sometimes with moral values. Example: Gran Turismo (2023).

12. Thriller

A thriller movie is a movie that has a mixture of action and horror where the story presents the tension received by the characters to be able to escape from a terror or race against time. If horror movies are shown with the supernatural, thriller movies tend to use humans as characters who fight or chase each other. Example: The Silence of the Lambs (1991).

13. Western

A Western movie is a movie that is associated with cowboy characters who fight criminals in a West American setting such as the desert and mountains. Example: Django Unchained (2012).

Within one genre there are usually subgenres such as action-comedy or horror-comedy. Not only is a movie genre often an introduction to a movie to attract people's attention, but also the story or plot of the movie itself. In a story, there is a beginning, conflict, and resolution. Story conflict becomes an important value or the peak point of the story which mixes up all the elements in the movie. The meaning of conflict according to Holman (107), the struggle that grows out of the interplay of the two opponents forces in a plot. Conflict provides interest, suspense, and tension. Usually, conflicts involve several characters with various backgrounds and problems.

2.4 Character & Characterization

Character is a very important element in a movie. Characters are needed so that the audience can clearly understand the storyline from cause and effect in the movie. The characters in the movie themselves can be human, animal, or anything that moves and is able to communicate. According to Abrams (22), Characters are the persons presented in a dramatic or narrative work, who is interpreted by the reader as being endowed with moral, dispositional, and emotional qualities that are expressed in what they say, the dialogue, and what they do or the action. This allows the audience to form a complex understanding of the character's motives and values.

A character is described differently according to position, personality, and actions. There are several types of characters, which are:

1. Major and Minor Character

A major character is an important character and has a big role in a storyline also emphasized by DiYanni (54), a major character is an important figure at the center of the stories. Meanwhile, minor characters are characters whose presence is not too large or does not stand out in a story. Minor characters are also often considered supporting characters with the same appearance until the beginning and end, as DiYanni (54) said, Minor characters are often static or unchanging, they remain the same from the beginning of a work to the end.

2. Protagonist and Antagonist

The protagonist character is a depiction of a hero character, who is often idolized by the audience and considered a major character. As Stanford (38) said, the major character with whom we generally sympathize. Meanwhile, an antagonist character is a character who is opposite to the protagonist character, where the appearance of the two can cause conflict. The antagonist character also gets a negative view compared to the protagonist character as explained by Stanford (38), the character with whom the protagonist is in conflict, is generally not a sympathetic character.

3. Static and Dynamic Character

A static character is a character whose character has no or very minimal development. The development means having a fixed pattern of thought and behavior, as Stanford (38) said, a character who does not change in any significant way during the course of the work. Meanwhile, dynamic characters are characters who experience changes or developments in personality and perspective as the plot progresses. Changes in character can be caused by the environment of the story, as explained by Stanford (38), a character who changes in some significant way during the course of the work.

4. Flat and Round Character

A flat character is a character whose character is simple, whose personality is not complex, with not too much background, as Stanford (38) said, a character who usually has only one outstanding trait or features. Meanwhile, a round character is a character who emphasizes many personalities with diverse backgrounds, as explained by Stanford (38), a character who shows many different facets, often presented in depth and with great detail.

Characterization is an important part of a character. Characterization is used to develop characters and create conflict. According to Nagel (1), the term “characterization” refers to the author’s method of presenting the people in his story. In this case, it is useful so that the audience has an idea or idea of a character’s

personality. In conveying characterization information, authors often use several different methods. One of them, as stated by Pickering (28-35), there are two methods, which are:

1. Direct Method (Telling)

a. Characterization through the use of names

Names can be used to show a character's dominant personality such as slipping in the word "murd" for a murderous character and the word "chill" for a cold-hearted character. In addition, a character's name can also be taken from a historical or literary allusion to not only introduce the character's nature but also the main activity.

b. Characterization through appearance

A character's appearance can often show how the character and their background are. For example in a text "a young man walked from the slums in a brown T-shirt, shorts, wearing colorful socks and brown shoes. He walked holding a white bag with a stitched picture of his family's face." Here we can see that the young man is a simple character and not someone who ran away from home where his bag is clearly well prepared by his family. The young man is very close to his family. The clothes a character wears can indicate the time period. In addition, body shape and accessories can also describe the psychological state of the character such as someone who is fat and holding a beer bottle is identical to a lazy and arrogant character while a tall thin person with glasses is identical to someone who is smart and friendly.

c. Characterization by the author

The delivery of characterization can also be delivered directly by the author. This is done by the author so that his will is directly directed and the reader or audience does not need to imagine or think too far about the traits of a character. In novels, it will usually be written directly about the nature of a character and underneath there is the author's name which indicates the original opinion by the author, while in movies, usually when the movie is played and focuses on a

character's scene, there will be a narrator's voice explaining the character's personality.

2. Indirect Method (Showing)

a. Characterization through the use of names

Usually, some characters will only speak with implied meanings so that the reader or viewer has to interpret the meaning of the message themselves, but there are also those who are open and honest about what they think.

i. What is being said

A character can be judged by what he/she says, for example, if he/she tends to dominantly talk about himself then he/she is an arrogant person but if he/she dominantly talks about others it could be that he likes to gossip.

ii. The identity of the speaker

The speech of a protagonist or main character is usually important as the story progresses, but minor characters who have a small portion of the story sometimes tell very important information that can provide motivation for the main character and himself.

iii. The occasion

Whether a conversation is important or not can be seen from the place and atmosphere, for example, talking at night in a hall is more important than talking in the market during the day. From this, we can see the capacity of the people who participate in the two activities.

iv. The identity of the problem or persons the speaker is addressing

The writer can set the closeness between characters through dialog. Dialogue between friends or family is usually more honest and casual than with strangers. Characters who talk to themselves are usually called monologues.

v. The quality of the exchange

In an exchange of information or conversation, a character who agrees to discussions and accepts criticism is considered an open person while a character who tends to avoid discussions is a closed person.

vi. The speaker's tone of voice, stress, dialect, and vocabulary

Dialect, stress, tone, and word choice (explicit or implicit) can reveal a character's personality, background, and education, but there are times when it can be contradictory.

b. Characterization through appearance

A person's character can be seen in what they do. Actions big and small, intentional or unintentional can show the character's emotional and psychological state.

2.5 Psychology

Psychology has become a part of creatures (especially humans) in everyday life. According to Wortman (4), Psychology is the scientific study of behavior, both external observable action and internal thought. Examples of human behavior are eating, sleeping, talking, reading books, playing games, and others. Some of these activities are called overt behaviors where there is a direct response and action. Overt behavior is also easy to see physically. But apart from that, there are also called covert behaviors where responses and actions are hidden so that they are difficult to see physically, for example, thinking, feeling, reasoning, remembering, and dreaming (Jackson, as cited in Coon 12).

From the explanation above, it can be seen that life is very related and can be discussed in terms of psychology. Human life with all its complex activities and thoughts can be analyzed using psychological theory. Psychological theories are present to find causes and solve problems as the basis for finding solutions. In addition, psychology can make humans to shape or change their thoughts from negative to positive or positive to negative depending on the situation.

Literature and psychology have differences in the learning or analysis process. Literature studies or analyzes a literary work created by a human or a character made by the author while psychology analyzes a real human being (who

is born in the real world) like the writer from his or her behavior and the reaction of the audience of the work (Wellek and Warren 11&75). Both of these still provide an understanding of humans. The combination of the two not only enriches the knowledge of human nature but also the influencing environment and the complexities that occur within it.

As Aras (251) said that there is a very strong correlation between literature and psychology for the fact that both of them deal with human beings and their reactions, perceptions of the world, miseries, wishes, desires, fears, conflicts, and reconciliations; individual and social concerns, using varied concepts, methods, and approaches. Psychology helps solve problems that exist in literature. Where actors and actresses play various expressions and act according to the storyline, sometimes not all readers or viewers understand the meaning behind it. Literature itself also adds insight into the field of psychology regarding the characters being analyzed so that various unique or new things can be discovered.

2.6 Big Five Personality Traits Theory

Personality is a characteristic or hallmark of an individual to interact and respond to things around them. Characteristics come from mind-sets and environmental influences which will later form a variety of emotions. According to Krech (696), Personality is the integration of all of an individual's characteristics into a unique organization that determines and is modified by, a person's attempts at adaptation to their continually changing environment. Although a characteristic has been attached to a person, it will be able to change over time from childhood to the elderly where it is influenced by the surrounding environment.

There is a way to analyze a personality, namely the personality theory from Costa et al. called the Five Factor Model or Five Factor Theory (FFT) also often known as the "Big Five Personality". According to Costa et al. (25), Personality traits are often defined as "dimensions of individual differences in tendencies to show consistent patterns of thoughts, feelings, and actions". A person can have many traits and behaviors. These two things make the environment around them try to adjust or respond appropriately.

Table 1 Selected Labels and Definers of the Five Factors

Factor	Label	Adjective definers	NEO-PI-R facet scale definers
<i>N</i>	Neuroticism, Negative Affectivity vs. Emotional Stability	Calm—Worrying Even tempered—Temperamental Self-satisfied—Self-pitying Comfortable—Self-Conscious Unemotional—Emotional Hardy—Vulnerable	Anxiety Angry hostility Depression Self-consciousness Impulsiveness Vulnerability
<i>E</i>	Extraversion, Surgency, Social Activity vs. Introversion	Reserved—Affectionate Loner—Joiner Quiet—Talkative Passive—Active Sober—Fun loving Unfeeling—Passionate	Warmth Gregariousness Assertiveness Activity Excitement seeking Positive emotions
<i>O</i>	Openness to Experience, Intellect, Culture vs. Closedness	Down to earth—Imaginative Uncreative—Creative Conventional—Original Prefer routine—Prefer variety Uncurious—Curious Conservative—Liberal	Fantasy Aesthetics Feelings Actions Ideas Values
<i>A</i>	Agreeableness, Friendly Compliance, Socialization vs. Antagonism	Ruthless—Soft hearted Suspicious—Trusting Stingy—Generous Antagonistic—Acquiescent Critical—Lenient Irritable—Good natured	Trust Straightforwardness Altruism Compliance Modesty Tender mindedness
<i>C</i>	Conscientiousness, Will to Achieve, Constraint vs. Undirectedness	Negligent—Conscientious Lazy—Hardworking Disorganized—Well-Organized Late—Punctual Aimless—Ambitious Quitting—Persevering	Competence Order Dutifulness Achievement striving Self-discipline Deliberation

Note. Adapted from Costa, McCrae, & Dye, 1991; and McCrae & Costa, 1986.
NEO-PI-R = Revised NEO Personality Inventory.

Figure 2.1 Labels and Definers of the Five Factors

Based on the table above from Costa (345), there are 4 column divisions namely Factor, Label, Adjective Definers, and NEO-PI-R facet scale definers. The Factor column contains letters that represent the 5 dimensions or domains of personality, namely NEOAC or OCEAN with its extension in the label column. Next to it are Adjective definers which are general adjectives to describe the characteristics of each personality dimension. The following is a descriptive explanation of each adjective definers.

2.6.1 Neuroticism (N) vs Emotional Stability

Neuroticism is a personality dimension that relates to a person's emotional adjustment. Neuroticism refers to negative emotions such as sadness and

depression. Individuals who reflect neuroticism are worrying, temperamental, self-pitying, self-conscious, emotional, and vulnerable. The opposite is called emotional stability. Individuals who do not reflect neuroticism or emotional stability dominance are calm, even-tempered, self-satisfied, comfortable, unemotional, and Hardy.

2.6.2 Extraversion (E) vs Introversion

Extraversion is a personality dimension that relates to social interactions. Individuals who reflect extraversion are affectionate, joiner, talkative, active, fun-loving, and passionate. The opposite is called Introversion. Individuals who do not reflect extraversion or introversion dominant are reserved, loner, quiet, passive, sober, and unfeeling.

2.6.3 Openness (O) vs Closedness

Openness is a personality dimension that relates to intelligence, and openness to new experiences. Individuals who reflect openness are imaginative, creative, original, prefer variety, curious, and liberal. While the opposite is called closedness. Individuals who do not reflect openness or closedness dominance are individuals who are down-to-earth, uncreative, conventional, prefer routine, uncurious, and conservative.

2.6.4 Agreeableness (A) vs Antagonism

Agreeableness is a personality dimension that relates to the way a person treats others. Individuals who reflect agreeableness are soft-hearted, trusting, generous, acquiescent, lenient, and good-natured. While the opposite is called antagonism. Individuals who do not reflect agreeableness or antagonism dominance are ruthless, suspicious, stingy, antagonistic, critical, and irritable.

2.6.5 Conscientiousness (C) vs Undirectedness

Conscientiousness is a personality dimension related to diligence, control, purposeful behavior, and organization. Individuals who reflect conscientiousness are conscientious, hardworking, well-organized, punctual, ambitious, and persevering. While the opposite is called undirectedness. Individuals who do not reflect conscientiousness or

undirectedness dominance are negligent, lazy, disorganized, late, aimless, and quitting.

The last column contains the NEO-PI-R facet scale definers. NEO-PI-R facet scale definers are more specific traits or aspects that reflect each domain. So in this case it can provide a more detailed understanding of individual personality characteristics in the five main dimensions of NEOAC or OCEAN. Each domain itself has six facets and according to Costa (47), there are at least six facets where suggested by the various literature he has studied. More than six facets would also overwhelm the ability of a general person to understand these facets. Based on Costa (2012:445-448), the following is a descriptive explanation of each facet.

1. Neuroticism Facets

a. N1: Anxiety

This facet relates to people who are easily anxious, worried, agitated, tense and nervous. People who reflect this facet are more likely to have worry and anxiety always on top of them. Those who do not reflect anxiety are more calm and relaxed, they do not linger over what could go wrong. This aspect does not address specific fears or phobias.

b. N2: Angry Hostility

Anger hostility is a facet related to one's tendency to experience anger and emotions such as frustration and bitterness. Unpleasant individuals often reflect this aspect. People who do not show angry hostility are easy-going and slow to anger.

c. N3: Depression

This facet is related to the tendency to experience feelings of depression. People who reflect this tend to easily experience feelings of sadness, hopelessness, guilt and loneliness. People who do not reflect this facet rarely experience the same feelings, but they are not necessarily light-hearted and cheerful or have characteristics that are associated with extraversion.

d. N4: Self-Consciousness

This facet relates to feelings of embarrassment and shame. People who reflect this tend to feel uncomfortable among people, sensitive to teasing, and prone to feelings of inferiority or all three can be referred to as social anxiety. People who do not reflect this may not necessarily have good social skills and composure but they are not impacted as much by unpleasant surroundings.

e. N5: Impulsiveness

Impulsivity is incapacity to regulate or resist powerful impulses and urges. Impulses (example: for cigarettes, food, possessions) despite eventual regret after engaging in such activities. People who do not reflect impulsiveness more easily fight against such temptations, as they have a high tolerance for frustration. Impulsivity is not associated with spontaneity, engaging in risk-taking, or making quick decisions.

f. N6: Vulnerability

The final facet from neuroticism is vulnerability to stress. People who reflect this facet experience difficulty managing stress, exhibit dependency, desperation, or panic in emergency situations. People who do not reflect vulnerability can effectively manage themselves during challenging situations.

2. Extraversion Facets

a. E1: Warmth

This facet related to interpersonal intimacy. People who reflect warmth is caring, friendly behavior, like others and easily form deep friendships with others. People who do not reflect warmth are not hostile and lack affection, but they are more formal, reserved, and keep their distance from others. Warmth includes friendliness and sociability which are not part of agreeableness.

b. E2: Gregariousness

Gregarious is a designation for individuals who like the company of others. A person who reflect this facet is one who likes to be sociable

and enjoys the company of others. In a sense, more people is better. People who do not reflect gregariousness inclined to be loners or even deliberately avoid the reach of people.

c. E3: Assertiveness

People who reflect assertiveness are robust, dominant, socially powerful, they speak without hesitation and frequently serve as group leaders. People who do not reflect assertiveness choose to remain in the background or mute and let others to discuss.

d. E4: Activity

People who reflect this facet refer to people who choose activities with a fast tempo and vigorous movements, have high energy, are active, and have an instinct to stay busy. People who do not reflect are more laid-back and relaxed at the same time, however they are not always lazy or lethargic.

e. E5: Excitement Seeking

People who reflect this facet are desire excitement, thrills, appreciate bright colours and boisterous places. People do not reflect feel less desire for sensations and prefer a flat life.

f. E6: Positive Emotions

Positive emotion are facet to assess the propensity to feel joy, happiness, love, and enthusiasm. These emotions are related to life satisfaction. People who reflect this facet are usually cheerful, optimistic, and often laugh easily. People who do not reflect are not necessarily unhappy but they are just lack of enthusiasm and passion in life.

3. Openness Facets

a. O1: Fantasy

People with strong fantasy have a living imagination. They believe that active fantasy and developing it makes their lives as rich and creative as they are. They daydream not just as an escape but as a method to construct a fascinating inner world for themselves. People

who do not reflect fantasy are more boring and choose to concentrate on the task at hand.

b. O2: Aesthetics

People who reflect aesthetics are highly appreciate beauty and art such as music, poetry, or in other forms. They do not need to have artistic skill or good judgment because their genuine interest makes them have a broader knowledge and appreciation compared to the average individual. People who do not reflect aesthetics are generally indifferent also disinterested in art and beauty.

c. O3: Feelings

Being open to feelings means that one considers that evaluation and acceptance of emotions also feelings are important in life. People who reflect this aspect have deeper and more distinct emotional states, as well as stronger feelings of happiness and misery than others. People who do not reflect feelings facet are less emotional and do not value their or others emotional condition as much.

d. O4: Actions

Openness is a behavior in readiness to visit new locations, try new activities, and consume uncommon cuisines. People who reflect action facet choose novelty or diverse activities above familiarity and regularity. People who do not reflect this find it tough to adapt and prefer to remain with what they already try or trusted.

e. O5: Ideas

Intellectual curiosity is a characteristic that focuses on pursuing intellectual interests for their own sake, being ready to examine new and unusual ideas, and maintaining an open mind. It is not always connected with individuals of high intelligence. People who reflect ideas like intellectual debates and cognitive puzzles. People do not reflect ideas facet have limited ability and tend to focus on narrow or confined themes, notwithstanding their intelligence.

f. O6: Values

Openness to values means that the individual is prepared to challenge or question political, social and religious values in new ways. People who do not reflect this facet are more likely to respect tradition and accept power. As a result, they are often conservative and detached from their political allegiances. Tolerance of values can be seen as the opposite of dogmatism.

4. Agreeableness Facets

a. A1: Trust

A person who reflects this facet is someone who believes that others are well-meaning and honest. People who do not reflect this facet tend to be skeptical and cynical and perceive others as dangerous or dishonest.

b. A2: Straightforwardness

People who reflect this facet are honest, sincere, astute, and sometimes labeled as I. People who do not reflect this facet like to manipulate others through flattery, stretch the truth and are cautious in expressing their true feelings.

c. A3: Altruism

People who reflect this facet have an active concern and care for the well-being of others and a willingness to help others in need. People who do not reflect this facet are unwilling to get involved in other people's problems and self-centered.

d. A4: Compliance

This facet relates to reactions to interpersonal conflict. People who reflect this facet tend to be submissive or obedient to others, inhibit acts of aggression, are gentle and forgive and forget. People who do not reflect this facet favour competition over cooperation, are aggressive and do not hesitate to express anger when necessary.

e. A5: Modesty

People who reflect this facet are modest and humble, although they do not necessarily lack self-esteem or confidence. People who don't

reflect this facet believe they are excel and may be perceived as arrogant or haughty by others.

f. A6: Tender-Mindedness

This facet deals with sympathy and concern for others. People who reflect this aspect can be moved by the needs of others and emphasize the human side of social policy. People who do not reflect this facet are unaffected by compassion and are stubborn. They make rational decisions with cold logic.

5. Conscientiousness Facets

a. C1: Competence

Competence is a facet related to self-esteem and self-control. People who reflect this facet are thoughtful individuals who have strong self-beliefs and are therefore well-prepared to deal with life. People who do not reflect this facet are those who do not believe in their own abilities and are therefore often unprepared or incompetent.

b. C2: Order

People who reflect this facet are orderly, tidy or well-organized. They keep everything in its proper place, which in extreme levels can lead to compulsive personality disorder. People who do not reflect this facet are disorganized individuals.

c. C3: Dutifulness

This facet deals with a person's compliance governed by his or her conscience. People who reflect this facet take their moral obligations and ethics seriously. People who do not reflect this facet are more casual and may be unreliable.

d. C4: Achievement Striving

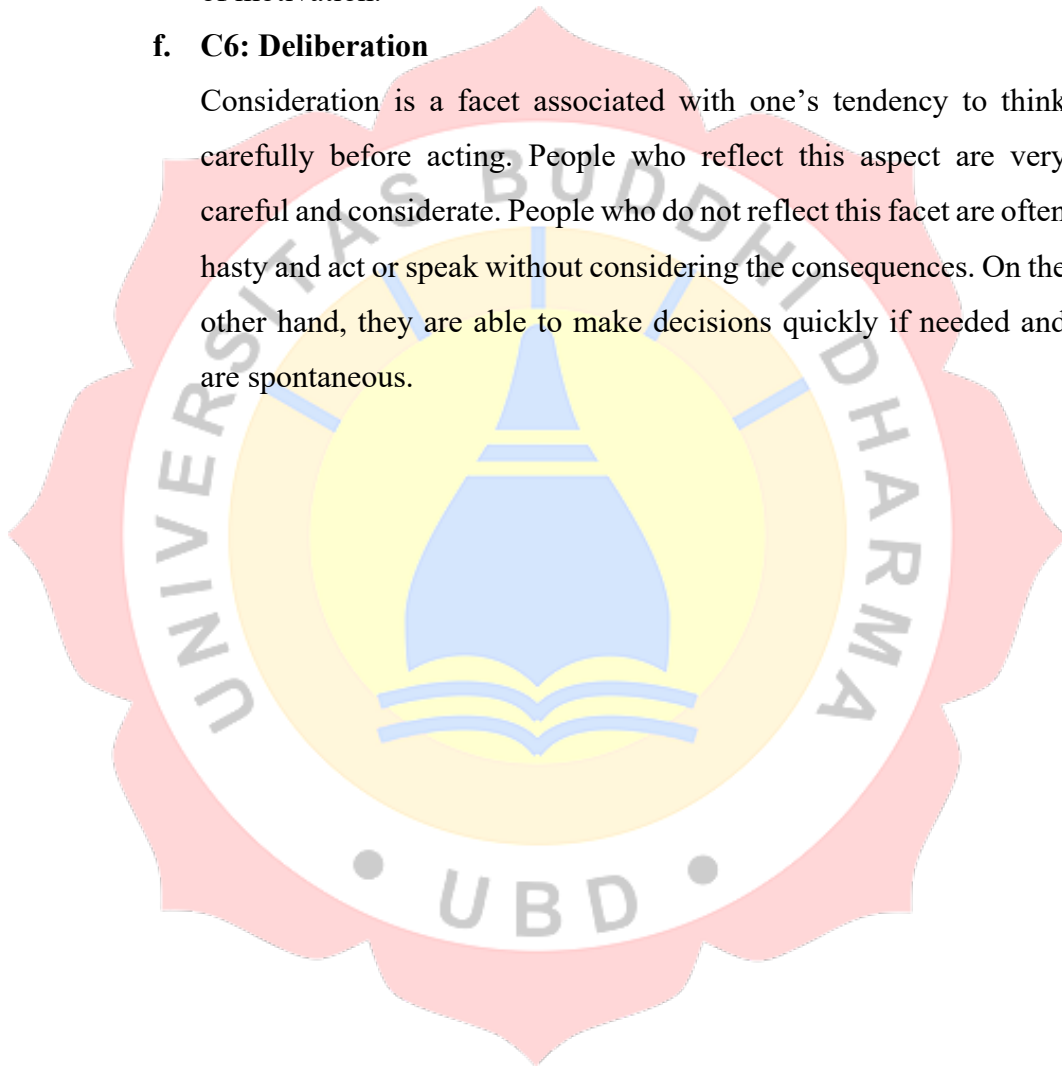
People who reflect this facet are diligent, have a sense of purpose and direction in life. They work hard to achieve their goals and often become workaholics. People who do not reflect this facet are lackluster or lazy, do not want to succeed, lack ambition and goals, yet they are satisfied with low levels of achievement.

e. C5: Self-Discipline

Self-discipline relates to a person's ability to start a task and do it until finished, even though feel bored and get other distractions. People who reflect this facet can motivate themselves to get the job done. People who do not reflect this facet are easily discouraged, often delaying starting work as well as wanting to quit due to lack of motivation.

f. C6: Deliberation

Consideration is a facet associated with one's tendency to think carefully before acting. People who reflect this aspect are very careful and considerate. People who do not reflect this facet are often hasty and act or speak without considering the consequences. On the other hand, they are able to make decisions quickly if needed and are spontaneous.



CHAPTER III

RESEARCH METHODOLOGY

The research methodology is used by writer to present information or describe activities that are certainly related to the making of this research. This chapter consists of four parts, namely subject matter, material, approach, and procedure.

3.1 Research Approach

Many research methods can be used to create scientific papers. The writer uses a qualitative method to analyze the movie “Searching” in this research. The qualitative method is one of the methods used to collect and analyze data. Ary (424) says that the data displayed with this method are words or images rather than numbers and statistics. This is of course very different from quantitative research which relies more on numbers and statistics. In detail according to Bogdan, as cited in Fraenkel et al. (422), the qualitative method itself has 5 features, there are:

1. Qualitative research relies heavily on the researcher and the natural situation for data collection
2. Qualitative research uses descriptive data, such as words or images, rather than numerical data
3. Qualitative researchers are concerned with both method and product.
4. Qualitative researchers typically evaluate their data inductively.
5. Qualitative researchers are deeply interested in how individuals make sense of their experiences.

Specifically in point number 5, it is explained that qualitative research focuses on assumptions, motives, reasons, and goals with the content being the writer’s interpretation but still must be supported by the theory used to find answers to research questions.

The writer also uses the psychological approach of Costa et al. to analyze the research data. The activity of analyzing someone from their behavior and psychology by fellow humans is also mentioned by Nisbet (206) “People are everyday scientists, who conduct research projects to answer questions about behavior”. This is what the writer applies to analyze David Kim in terms of his

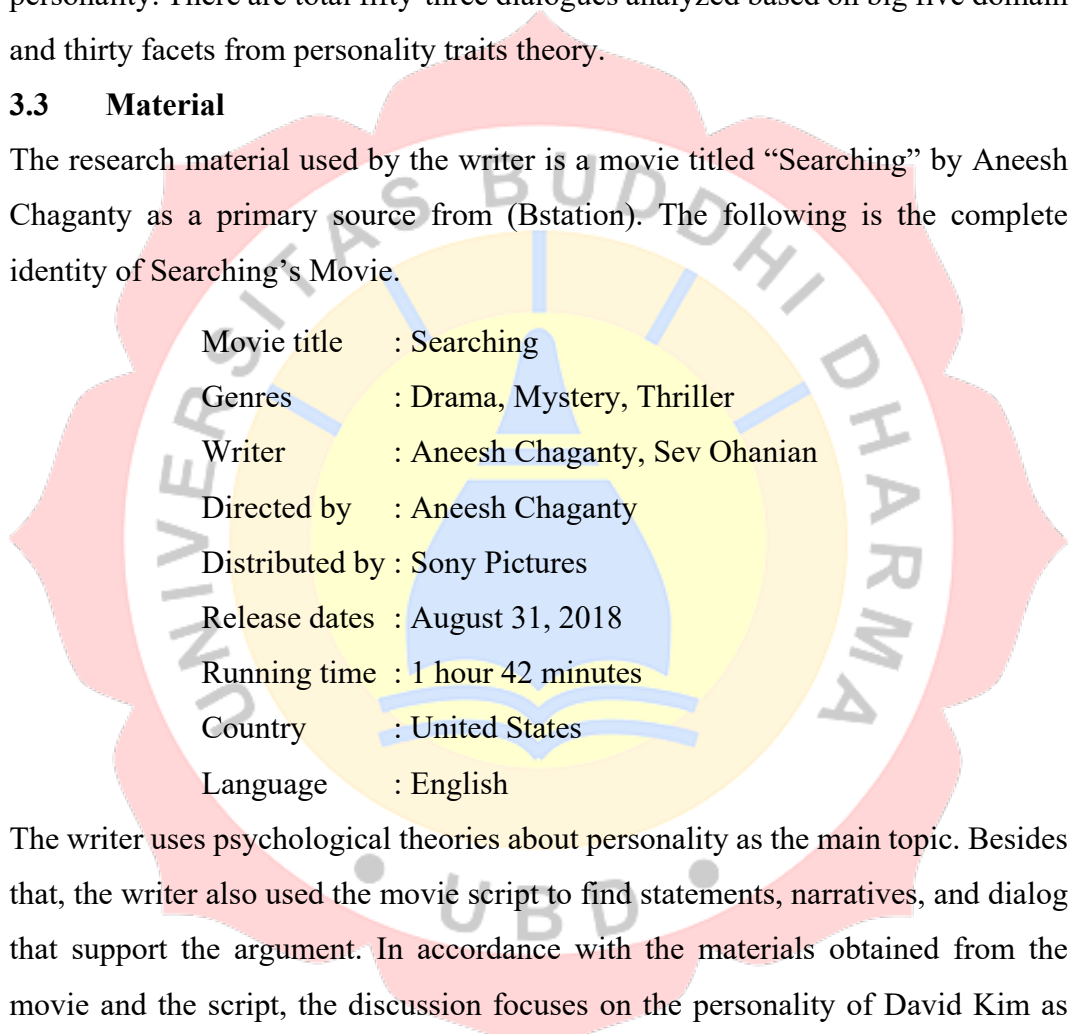
personality. The writer believes that Costa et al.'s psychological theory of personality is the best approach for this research.

3.2 Subject Matters

The subject of this research is the movie “*Searching*” by Aneesh Chaganty. This research focuses on analyzing the main character, David Kim, where the phenomenon that occurs affects every development or change in his emotions and personality. There are total fifty-three dialogues analyzed based on big five domain and thirty facets from personality traits theory.

3.3 Material

The research material used by the writer is a movie titled “*Searching*” by Aneesh Chaganty as a primary source from (Bstation). The following is the complete identity of *Searching*'s Movie.



Movie title	: Searching
Genres	: Drama, Mystery, Thriller
Writer	: Aneesh Chaganty, Sev Ohanian
Directed by	: Aneesh Chaganty
Distributed by	: Sony Pictures
Release dates	: August 31, 2018
Running time	: 1 hour 42 minutes
Country	: United States
Language	: English

The writer uses psychological theories about personality as the main topic. Besides that, the writer also used the movie script to find statements, narratives, and dialog that support the argument. In accordance with the materials obtained from the movie and the script, the discussion focuses on the personality of David Kim as main character in the movie. For secondary sources, the writer also takes supporting data in the form of books, e-books, journals, theses, and websites related to this research (Choy, 102).

3.4 Procedure

The procedure section serves to explain how the writer collected data and found some information about the topic. There are several steps that the writer takes when conducting research. The writer starts by choosing some movies that are interesting

and in accordance with the psychological approach. “Searching” is the movie chosen for this research. Following this, the writer watched the movie until it was finished and there was one interesting thing in the movie, which is the personality of David Kim as the main character that could be analyzed using the psychological theory named personality traits theory by Paul Costa Jr. Subsequently, the writer searches for the identity of the movie through the internet as additional information so as to find the movie script. Additionally, the writer searches for data from books, journals, and articles on the internet related to the research. After that, the writer notes in the book about important scenes or events in the movie along with the dialog contained in the movie script as evidence. Next, the writer uses snippets of scenes, narratives, and dialog in the movie to analyze it with the big five domain and thirty facets to categorize each evidence in more detail. Consequently, the writer can draw conclusions from some of the data. Finally, the writer asks the supervisor to check and provide advice on whether the research results are correct or not.

