

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, the author makes conclusions and suggestions in accordance with the findings of the study. The first part is about conclusions based on research findings and the second part is about advice to readers and also subsequent researchers regarding the characterization of the main character, and how the psychology is revealed from the main character of the movie *Snowtime!* written by Jean-Francois Pouliot.

#### **5.1 Conclusion**

This study focuses on the analysis of the characterization of the main character in the movie *Snowtime!*. The main character is named Luke. In analyzing the data, the author applies Sigmund Freud's psychoanalytic theory approach to the id, ego, and superego. The human personality system is divided into three parts. The system becomes an important part of the human being because it controls the human mindset that is ultimately seen in action. Therefore, the writer concludes that the id, ego, and superego have influenced the mindset and behavior of the main character Luke, in the dynamics of friendship and conflict.

##### **1. Id.**

Luke's desire to win the snowball war and defend the glory of his team Luke's subconscious mind continues to influence him making him always want to be ahead, driven by the instinct to have fun and show dominance without much consideration for the consequences. He couldn't think of good or bad, he just wanted to satisfy his craving for his obsession with victory in a game of snowball war. In this case, Luke thought that if he continued to attack intensely, he would win and that it could be a pleasure and prove that he could be like his father who was a great general.

##### **2. Ego.**

The Ego is the conscious mind that can control Luke to do everything rationally. In the film, the ego is Luke's rational share of desire and the justification for the triumph of Luke's obsession. At first, he used rationality to serve his ego in

winning matches. However, when his ego is too domineering and threatens friendships, he is forced to use his rationality to take the path of mediation and make wiser decisions in favor of maintaining his social relationships. It indicates an important growth of character, in which the ego does not disappear, but becomes more mature and in tune with the values of friendship.

### **3. Superego.**

Having fought against his strong will to win the snow battle and gain recognition, that all stems from the primitive impulses of his Id. Luke's Ego, which serves as a mediator of reality, tries to balance between the demands of the Id and the limitations of the outside world. He plans strategies, leads his team and takes concrete actions in snow battles, demonstrating his ability to adapt to reality and achieve his goals, although sometimes still affected by the powerful Id thrust. However, the crucial turning point that shaped Luke's Superego was the tragic death of Piers' dog, Cleo. These events go beyond mere games and reveal the real consequences of their actions. Deep guilt and regret over Cleo's death served as a trigger for Luke's Superego to expand significantly. His superego, previously still in the formative stages and perhaps only understanding the concept of "fair" or "right" superficially, Cleo's death forces Luke to confront the limits of his actions and question the morality of the "war" that he previously considered just a game. This event changed his internal dynamics, suppressed the dominance of the Id, and strengthened the role of the Superego in directing his behavior towards a more mature moral consciousness. Through this traumatic experience, Luke learns about responsibility, empathy, and the real impact of conflict, which ultimately shapes his psychological development from a mere pursuit of pleasure to an individual who better understands moral principles and ideals.

The writer has found other findings in addition to research questions that can be analyzed by subsequent researchers, namely: Sophie's character, Luke's interaction with other characters, and so on. Suggestions from other subjects can be used by applying relevant literary and psychological theories because the film is worth watching and further investigation.

### 5.1 Suggestions

This study, an analysis of the film *Snowtime!* offers a foundation for future research. It is suggested that this film be used as a basis for further examination, particularly in understanding the roles of the Id, Ego, and Superego in shaping personality, social interaction, and conflict resolution. Using Freudian psychoanalysis, subsequent research can explore how Luke's character arc demonstrates the interplay of these three psychic elements. Initially, Luke's actions are driven by the Id's impulsive desire to win. His Ego then seeks realistic ways to achieve this goal, and ultimately, the tragic death of Cleo accelerates the maturation of his Superego, leading to a profound sense of guilt and responsibility. Further studies could specifically investigate how traumatic experiences or extreme conflicts can accelerate the formation and development of the Superego. Researchers could also analyze how the balance between the Id, Ego, and Superego ultimately determines an individual's ability to form healthy friendships and manage conflict constructively. It is crucial for future research to explore how the development of these three psychic elements in Luke allows him to learn from his mistakes, cultivate empathy, and ultimately achieve a peaceful resolution within the complex dynamics of friendship and conflict.

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## APPENDICES

### Appendix A. Data References : Character Luke

No	Time of the Movie	Dialogue
1.	Time 05: 00	<p>JACQUES : Uh, you know what I like? Something that ..</p> <p>LUKE : Whoa, calm down. I said, <b>I'll show you. Not playing it.</b></p> <p>JACQUES : Show me? Play? What's the difference? LUKE:</p> <p>Jacques, shut up.</p> <p>JACQUES: <b>I'm just saying, if you play a few songs everyone will be friends with you.</b></p> <p>LUKE: <b>I don't need a lot of friends, Jacques. I got you.</b></p> <p>JACQUES : Guys, guess who will play the trumpet in class.</p> <p>LUKE : Jacques..</p>
2.	Time 05: 26	<p>Come on Luke, come on.</p> <p>Come on Luke, come on.</p> <p>Come on Luke, come on.</p> <p>JACQUES : Guys, can you shut up, please?</p> <p>LUKE : <b>Forget Jacques, I'm not playing him.</b> CHUCK'S FRIEND : What's your problem, luke? CHUCK : <b>Are you stage fright?</b></p> <p>CHUCK'S FRIEND : <b>Ha Ha. I bet he doesn't know how to play it.</b></p> <p>Ha Ha Ha Ha</p> <p>CHUCK : <b>Where did you get the Horn? From your cereal box?</b></p> <p>CHUCK'S FRIEND : <b>Do you know which side to blow?...</b></p>

3.	Time 06: 08	<p>Hi Luke. Hi Luke!</p> <p>Hi Luke. Hi Luke!</p> <p>JACQUES : Look!</p> <p>LUKE : See what?</p> <p>JACQUES : See? you're famous now.</p> <p>LUKE : <b>Yippe.</b></p> <p>JACQUES : Uuh...</p>
4.	Time 09:57	<p>JACQUES : Hey, why don't we split up into armies... and have a snowball fight between us. We've got trumpets.</p> <p>CHUCKY : And a general.</p> <p>LUKE : <b>Me, as a general?</b></p> <p>CHUCKY'S FRIENDS : That's your trumpet.</p> <p>LUKE : <b>I don't understand using my trumpet... in a snowball fight.</b></p> <p>JACQUES : That's not a battle, sir! It was a war. <b>your orders, general.</b></p>
5.	Time 13:55	<p>LUKE : <b>Hey ... all right, then... let's vote on the rules.</b></p> <p>FRANCOIS : <b>what sound?</b></p> <p>PIERCE : <b>what rules?</b></p>
6.	Time 14:17	<p>LUKE : Ah. Okay. I'll read it all over again soon. <b>The first rule is not to talk to each other with the enemy. This second rule will end on the last day school holidays.</b></p> <p>FRANCOIS : <b>But I disagree. We should form a committee that reviews each rule one by one.</b> CHUCKY : <b>If you don't agree.. just vote against it. We need two sides, after all.</b></p> <p><b>Yes, luke.</b></p> <p>LUKE : <b>Oh. Oh. Yeah. Yeah, I mean. Chuck was right... I think.</b></p>

7.	Time 11: 34	JACQUES : Hey, like I've seen that view before. You see anything? LUKE : <b>Beautiful skis. Will you give me a ride?</b> SOPHIE : <b>You have 2 legs, wear them!</b> JACQUES : Ah, he's right. Embarrassing.
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**Appendix B. Data References : Obsession for Something Pleasant Through Her id Luke**

No	Time of the Movie	Dialogue
1.	Time 17: 55	CHUCK'S FRIEND : target found LUKE : <b>here's the binoculars.</b> FRIEND CHUCK : it's a limited model. CHUCK : He just wants to borrow a look! Not used for ice hockey.
2.	Time 18: 15	LUKE : <b>okay, everybody. Position to begin operation Topsy Turvey. Scrambling!</b> GROUP MEMBERS : Yes! LUKE : <b>remember. First, we distract Cleo. Then, wham! Scrambling.</b>
3.	Time 19: 51	JACQUES : Hello, cowards. PIERCE : Keep on mocking! You can't talk us into a snowball fight. LUKE : <b>Hey, Cleo. Catch.</b> JACQUES : What are you waiting for, Hurry up. LUKE : <b>Catch it.</b> FRANQOIS : Cleo, stop ... Cleo .... PIERCE : We won't fight with you. FRANQOIS : Yes, even with the best plan of fortifications. LUKE: <b>Front row. Forward !</b> PIERCE: Oh, Oh. We will be destroyed. FRANQOIS : We will be destroyed, Sir.

		<p>LUKE : <b>Take off the shot.</b></p> <p>PIERCE &amp; FRANCOIS : Na.. Na.. Missed .</p>
4.	Time 21: 53	<p>HENRI and GEORGE : Oh.. Oh!</p> <p>GEORGE : Oh.. Yy best jacket!</p> <p>HENRI : He got us wet.</p> <p>SOPHIE : <b>You want to fight? You got friends.</b> HENRI AND GEORGE : What's wrong with you? LUKE : <b>The war starts tomorrow morning at 09:00 am.</b></p> <p>SOPHIE : <b>Don't forget to bring your Tuba toy!</b></p> <p>JACKQUES : It's called jumping.</p> <p>CHUCKY : It's not a toy.</p>
5.	Time 31:19	<p>LUKE : <b>They ran out of snowballs.</b></p> <p>CHUCKY : <b>End them.</b></p> <p>LUKE : <b>All units, move forward.</b></p> <p>LUKE &amp; JACQUES : <b>Attack</b></p>
6.	Time 32:24	<p>LUKE : <b>What!!</b></p> <p><b>Ok. soldier!</b></p> <p><b>plan B. Attack!</b></p>
7.	Time 32: 23	<p>SOPHIE : <b>don't be too tight, general. We are not deaf.</b></p> <p>JACQUES : I'm afraid of heights.</p> <p>LUKE : Oh, Oh! Ah.. I'm falling! Francois : <b>The battle is over for today.</b></p> <p>SOPHIE, FRANCOIS, PIERS &amp; LUCY : Yes.</p>
8.	Time 1:06: 42	<p>LUKE : <b>Close to the wall. Well done, Jacques, you did it.</b></p> <p>JACQUES : Bring me the stairs.</p> <p>LUKE : Where are the stairs.</p>
9.	Time 1:07: 48	<p>LUKE : <b>Faster!</b></p> <p>HENRI &amp; GEORGE : <b>It's locked and loaded, Sir!</b> LUKE : <b>Shoot!</b></p>

**Appendix C. Data References : Luke's Rational Thinking Through His Ego**

No	Time of the Movie	Dialogue
1.	Time 18: 15	LUKE : <b>okay, everybody. Position to begin operation Topsy Turvey. Scrambling</b> GROUP MEMBERS : Yes! LUKE : <b>Remember. First, we distract Cleo. Then, wham! Disorder.</b>
2.	Time 21: 53	LUKE : <b>The war starts tomorrow morning at 09: 00.</b>
3.	Time 12: 33	LUKE: <b>the third rule of war. We fight during the day and not at night.</b>

**Appendix D. Data References : The Superego Luke stop snowball war game**

No	Time of the Movie	Dialogue
1.	Time 16: 10	LUKE : <b>Hey, come on guys. I'm sure the Bible will find a way. Vote again, change the rules. You can get the warehouse.</b>
2.	Time 37: 02	LUKE : What are you guys doing? CHUCK : I made ice snowballs. LUKE : <b>You put it in the water. But you turned it into an ice ball.</b>
3.	Time 1:12:15	PIERCE : <b>it's all your fault. You and your stupid trumpet. It's supposed to be a game. Cleo, never hurt anyone.</b>
4.	Time 1:15: 04	LUKE : <b>Pierce ? I want to give you this.</b> PIERCE : <b>I don't want your horn. That's a beautiful blow LUKE!</b> LUKE : <b>Cleo is a good dog.</b> FRANQOIS: <b>You know what we have to do? Destroy the rest of the Fort.</b>

**Appendix E. Data References : The Interaction of Psychological in the Formation of Dynamics Friendship and Conflic**

No	Time of the Movie	Dialogue
1.	Time 05: 00	<p>JACQUES: Uh, you know what I like? Something that.</p> <p>LUKE: Whoa, calm down. <b>I said, I'll show you. Not playing it.</b></p> <p>JACQUES: <b>Show me? Play? What's the difference?</b></p> <p>LUKE: Jacques, shut up.</p> <p>JACQUES: <b>I'm just saying, If you play a few songs everyone will be friends with you.</b></p> <p>LUKE: <b>I don't need a lot of friends, Jacques. I got you.</b></p> <p>JACQUES: Friends, guess who will play the trumpet in class.</p> <p>LUKE : Jacques..</p>
2.	Time 05: 26	<p>JACQUES: Guys, can you shut up, please?</p> <p>LUKE: <b>Forget Jacques, I'm not playing him.</b> CHUCK'S FRIEND: What's your problem, luke? CHUCK : <b>Are you stage fright?</b></p> <p>CHUCK'S FRIEND: <b>Ha Ha. I bet he doesn't know how to play it.</b></p> <p>Ha ha ha ha</p> <p>CHUCK : <b>Where did you get the Horn? From your cereal box?</b></p> <p>CHUCK'S FRIEND : <b>Do you know which side to blow?</b></p>
3.	Time 06: 08	<p>Hey luke, hail uke!</p> <p>Hey luke, hail uke!</p> <p>JACQUES : Look !</p> <p>LUKE : See what ?</p> <p>JACQUES : See ? you're famous now.</p> <p>LUKE : <b>Yippe.</b></p> <p>JACQUES: Uuh..</p>

4.	Time 11: 34	JACQUES : <b>Hey, like I've seen that view before. You see anything?</b> LUKE : <b>Beautiful skis. Will you give me a ride?</b> SOPHIE : <b>You have 2 legs, wear them!</b> JACQUES : Ah, he's right. Embarrassing.
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**Appendix F. Data References: Dynamics of *Id*, *Ego*, and *Superego* in Friendship and Conflict**

No	Time of the Movie	Dialogue
1.	Time 31: 19	LUKE : <b>"They ran out of snowballs. All units, move forward. Attack!"</b>
2.	Time 32: 24	LUKE : <b>"What!! Ok. soldier! plan B. Attack!"</b>
3.	Time 1:07: 48	LUKE : <b>"Faster! Shoot!"</b>
4.	Time 1:12:15	PIERCE : <b>"it's all your fault. You and your stupid trumpet. It's supposed to be a game. Cleo, never hurt anyone."</b>
5.	Time 16: 10	LUKE : <b>"Hey, come on guys. The Bible will find a way. Vote again, change the rules. You can get the warehouse."</b>
6.	Time 37: 02	LUKE: <b>"What are you guys doing? You put it in the water. But you turned it into an ice ball."</b>
7.	Time 1: 15: 04	LUKE: <b>"Pierce ? I want to give you this."</b> LUKE : <b>Cleo is a good dog."</b>