

THE DUALISM OF VANELLOPE VON SCHWEETZ IN THE *WRECK-IT*

***RALPH* MOVIE (2012) BY RICH MOORE**

FINAL PROJECT

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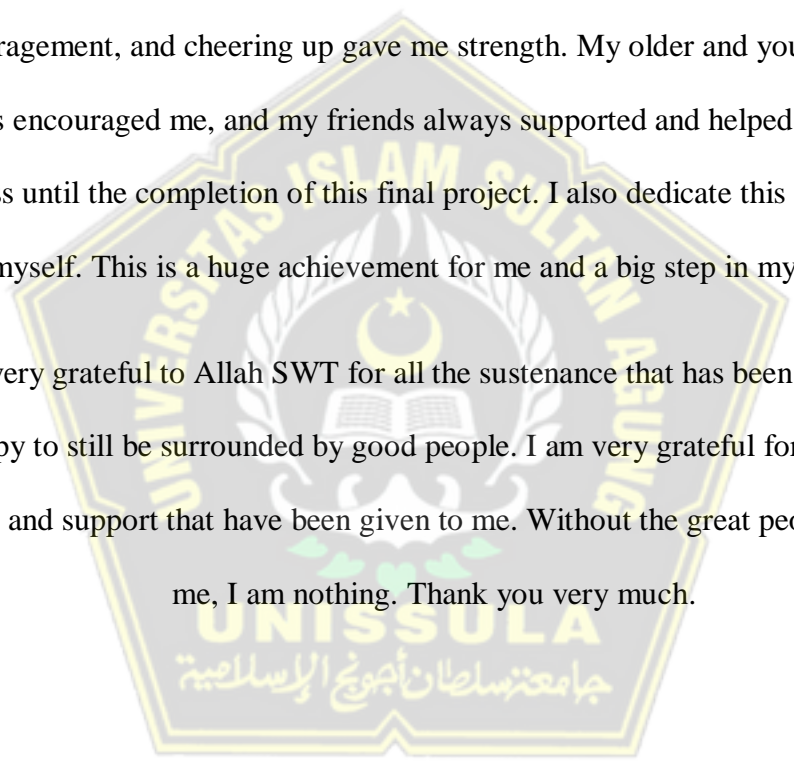
“Let’s walk slowly. Enjoying every steps of the journey”

DEDICATION:

I dedicate this final project to my family and friends, and those closest to me.

Special gratitude to my beloved parents who gave prayers, words of encouragement, and cheering up gave me strength. My older and younger sisters always encouraged me, and my friends always supported and helped me in every process until the completion of this final project. I also dedicate this final project to myself. This is a huge achievement for me and a big step in my journey.

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ABSTRACT

Khuluqi, Khalqi Fa'ahsin. 30801800020. The Dualism on Vanellope von Schweetz in the *Wreck-It Ralph* Movie (2012) by Rich Moore. Final Project Faculty of Language and Communication Science. English Literature Study Program. Sultan Agung Islamic University Semarang. Advisor: Destary Praptawati, S.S, M.Hum.

First and foremost, humans are gifted not only has one trait. But also, consists of good and bad side. In a narrow sense, humans coexist with different and opposite things. This also happens in *Wreck-It Ralph* movie by Rich Moore, which tells a female character who has a duality in her life.

This study aims at explaining the nature of dualism and reveals the type of dualism, namely the property of dualism, especially the mental and physical properties that occur in one of the female characters, Vanellope von Schweetz. This study used the *Wreck-It Ralph* movie script as primary data and used various secondary data such as journals, articles, essays, previous research, and sites that discuss similar topics. It used qualitative methods to understand and describe the nature of dualism and the type of dualism that occurs in Vanellope's character in the *Wreck-It Ralph* movie. The data was obtained from several dialogues and narrations in the movie. The steps to obtain data were to collect the data by watching the *Wreck-It Ralph* movie, identifying the data, classifying the data, and reducing the data.

The result of the study presented that Vanellope has several dualistic traits, namely annoying and kind, sharp-tongue and sincere, pessimistic and hard-working, rude and polite, negative thinking and trust, also guilt-tripping and care. It also revealed that Vanellope has the property of dualism, namely desire, and pain which are included in mental properties. As well as confidence and forgiveness which are included in physical property.

Keywords: dualism, property dualism, *wreck-it ralph*

ABSTRAK

Khuluqi, Khalqi Fa'ahsin. 30801800020. Dualisme dalam Vanellope von Schweetz di Film *Wreck-It Ralph* (2012) karya Rich Moore. Skripsi Program Studi Sastra Inggris Fakultas Bahasa dan Ilmu Komunikasi. Universitas Islam Sultan Agung Semarang. Pembimbing: Destary Praptawati, S.S, M.Hum.

Pada dasarnya manusia dikaruniai tidak hanya memiliki satu sifat saja. Tetapi juga memiliki sisi kebaikan dan keburukan. Dalam arti sempitnya, manusia hidup berdampingan dengan hal-hal yang berbeda dan bertentangan. Hal demikian juga terjadi dalam film *Wreck-It Ralph* karya Rich Moore yang menceritakan salah satu karakter perempuan yang memiliki kecenderungan dualitas dalam dirinya.

Tujuan dari penelitian ini adalah menjelaskan sifat-sifat dualisme dan mengungkap jenis dualisme yaitu dualisme properti, khususnya property mental and fisik yang terjadi pada salah satu karakter perempuan, Vanellope von Schweetz. Penelitian ini menggunakan film *Wreck-It Ralph* sebagai data primer dan menggunakan berbagai data sekunder seperti journal, artikel, esai, penelitian sebelumnya, dan situs yang membahas topik serupa. Penelitian ini menggunakan metode kualitatif untuk memahami dan mendeskripsikan sifat dualisme dan tipe dualisme yang terjadi pada karakter Vanellope dalam film *Wreck-It Ralph*. Data diperoleh dari beberapa dialog dan narasi dalam film tersebut. Langkah-langkah untuk memperoleh data adalah mengumpulkan data dengan cara menonton film *Wreck-It Ralph*, mengidentifikasi data, mengklasifikasikan data, dan mereduksi data.

Hasil dari penelitian ini menemukan bahwa ada beberapa sifat dualisme yang dimiliki Vanellope, yaitu menyebalkan dan baik, berlidah tajam dan tulus, pesimis dan bekerja keras, kasar dan sopan, berpikiran negative dan percaya, juga melempar kesalahan dan peduli. Penelitian ini juga mengungkap bahwa Vanellope memiliki sifat dari dualisme properti, yaitu keinginan and rasa sakit yang termasuk dalam properti mental. Serta percaya diri dan pemaaf yang termasuk dalam sifat property fisik.

Kata kunci: dualisme, dualism properti, *wreck-it ralph*

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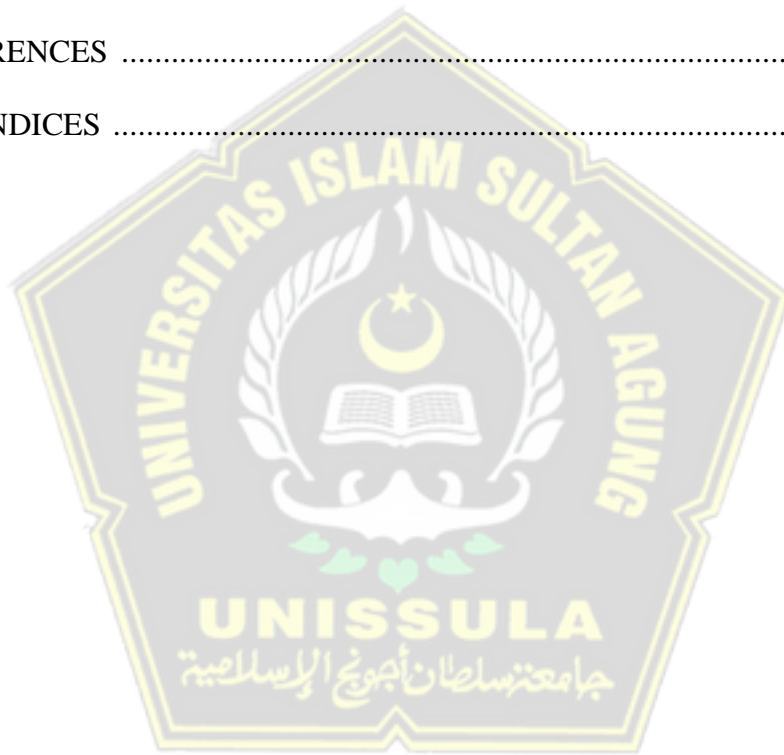
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CHAPTER I

INTRODUCTION

A. Background of the Study

Literature is a collection of imagination work that is contained and expressed in written and spoken form. Literature contains human activities in terms of understanding, expressing, and sharing experiences. It is related to a quotation that says, “Literature is the imaginative work that pictures the human life in society which can be enjoyed, understandable, and used by the society also.” (Moputi 1). The result of the imagination that is expressed into the writing is called a literary work. In the literary work, the author is able to write about life experiences, tales, fictions, and others. Literary works also can be used as a learning object. Forms of literary work are poetry, novels, drama, movies, songs, theatre, etc.

Movie is one of the literary works. Through movies, a story can be better understood by viewers because, in a movie, a character is shown by a media such as an actor, actress, or other media such as an animated character. Dian Marhamah says, “Not like novel that makes the reader imagining what the writer write, people who watch movie will see directly what the movie maker want them to see. With the audio visual appearance, people can enjoy it more than other literature products” (Marhamah 1). Based on this quotation, it shows that the movie provides a clearer portrayal to the viewer. The viewer can easily find out the character of the performer. It is different when finding literary works other than

movies which usually lead the reader to use their imagination. Such as when reading a poem, short story, and novel, the readers are directed to use their respective imaginations in understanding a text. Unlike movies, there are media depictions such as actors, actresses, and animation. A movie as referred to as film can also be used as a learning object. In literature, movies are used as an object of study to get knowledge by examining certain issues included in a movie.

Movie is one of the famous literary works in entertainment. Movie also has many types of genres. One of them is an animation movie. Animation movies are type of movie that can be enjoyed by all people, not only children. Puspitaningrum on her thesis says, “Animation movie is a kind of movie which involves sound, recording a series of drawing or manipulating in animate object, one frame in one time.” (Puspitaningrum 27). Based on this quotation, animation movie is a type of movie that shows a story, history, and others using animated object. An Animation movie is not only used as a movie to enjoy in spare time, but it also has educational value to the audience, especially children, so that they have good character value since childhood. According to Solikhah, “Animation film is one that attracts not only children but also adults to enjoy it as entertainment. In addition to entertainment, the film is one of the literary works that can be learned” (Solikhah 1). Based on this quotation, it can be seen that animation movie/film are not only intended for children but also adults.

In the story of a literary work product, whether in movies, poetry, novels, etc. There is an agent as a medium to tell the storyline so that it is easy to understand;

as referred to a character. According to Edward Rosenheim,

A character usually refers to human, animal or thing that has function to play its role in a story. And every character has variety values to make a story seems real, understandable, and worth caring about; the values could be moral, emotional, intellectual, or appearance value. (Rosenheim Jr.)

Based on this quotation, the diversity of characters makes the story more understandable. Characters in a movie can be seen in various ways, such as their interactions with other characters, their problems against themselves, their presence, and dialogue.

Every movie has a different theme. There are themes about princess, kingdom, magic, circus, superhero, and many more. *Wreck-It Ralph* movie is one of the movies that have a superhero theme. In the *Wreck-It Ralph* movie, there is a female character namely Vanellope von Schweetz, also known as 'The Glitch' from Sugar Rush game. She was despised because of the broken program in Sugar Rush. She was manipulated by King Candy into becoming a damaged and unneeded player. She did not even have any friends. People kept insulting her and even being rude to her. That is why her character is always wary of the people around her.

When she first met Ralph, she immediately cornered Ralph with impolite words coming out of her mouth. She became sharp-tongued and annoying. But at the same time, she became a friendly, optimistic, and caring person. The longer the two are friends; Ralph realized that Vanellope had good character. He just

wanted that girl to achieve her dream and prove to those who underestimated her that Vanellope could and should be a winner. Ralph knew Vanellope's sincere side of being friends with other people. It shows that she doesn't only have one principle.

In a daily life, humans are not always good by nature, and humans are not one, but two. In the sense of the duality of humans who coexist within the individual, are naturally opposite, and against each other. We usually name it as 'similar but not quite the same'. Humans have virtues and vices as rational traits following the conditions and characteristics of humans themselves. It is related to a quotation that says,

Virtues and vices are naturalistic because we are biological beings with a complex evolutionary history that must include rationality as a basic feature of the human condition, thus moving beyond mere biological determinates of character to endorse uniquely human characteristics—meaningfulness, knowledge, and autonomy, all of which have the potential to produce new human ends. (Sandler 23).

Humans are not one. It means they have two different principles in life. Humans are not good and do not consist of just one trait. It is described in dualism when two principles different and opposing each other exist in the same body and mind. It is related to a quotation that says,

According to Howard Robinson, Dualism derives from the Latin word *duo*, meaning two. Simply put, dualism can be understood as a thought that facts

about the world in general or of a particular class cannot be explained except by supposing ultimately the existence of two different, often opposite, and irreducible principles. (Singh 4)

Dualism itself is divided into the substance of dualism and the properties of dualism. According to Kirk Ludwig, “Substance dualism holds that there are both material substances and mental substances: the former have only physical properties, and none mental, the latter only mental properties, and none physical” (Stitch 13). In the substance dualism means that one of the properties may not be found in one body even though there are two material substances. According to John Heil, “Property dualism – the thesis that there are two distinctive kinds of property, mental and physical – is widely accepted, however.” (Stitch 231). Based on this quotation, in property dualism there are two different properties. These two properties have quite a contrast wherein property dualism consists of mental properties and physical properties, both are different but compatible which means they can work and move consequently. The mental property is ruled by pain and desire, while the physical property is ruled by natural kind. These two properties can be found in the same body.

Things mentioned in the previous paragraph are related to Vanellope von Schweetz in the *Wreck-It Ralph* movie. It can be known that she has two principles in herself. Dualism present on Vanellope’s character. She became a good person, but at the same times, she becomes annoying person. The character of Vanellope von Schweetz is the focus of this study. Therefore, this study is

entitled “The Dualism of Vanellope von Schweetz in the *Wreck-It Ralph* Movie” focusing on the concept of dualism through dualism theory that reflection in the character Vanellope von Schweetz also the mental property and physical property that reflection on Vanellope.

B. Problem Formulation

1. How dualism is described on Vanellope in *Wreck-It Ralph* movie?
2. What kinds of property dualism reflected in Vanellope in *Wreck-It Ralph* movie?

C. Limitation of the Study

This research will only focus on the dualism experienced by Vanellope von Schweetz using dualism theory as a theory related to the type of dualism which is mental property and physical property that include in property dualism. This paper focuses on Vanellope von Schweetz as the subject of this research. Journals, *Wreck-It Ralph* movie, textbooks and sources from the web will be the references of this research.

D. Objectives of the Study

The objective of the study from this paper is:

1. To find out and explain how is dualism described on Vanellope’s character using dualism theory.
2. To find out and explain how property dualism is reflected in Vanellope especially mental property and physical property.

E. Significance of the Study

The significance of the study is based on theoretically and practically:

1. Theoretically, this paper will provide an explanation to the reader regarding the description in the dualism characteristic of Vanellope von Schweetz in the *Wreck-It Ralph* movie using the dualism theory. This paper will provide knowledge about dualism, property dualism, mental property, and physical property. The advantage for English Literature students is to understand the dualism theory which is still included in psychology material; philosophy of mind.
2. Practically, this research can also help provide an overview of the traits contained in each individual. This research is useful to recognize how someone has two principles that oppose each other.

F. Organization of the Study

This study divided into five chapters. Chapter one, this chapter will present the background of the study, problem formulation, limitation of the study, objectives of the study, and significance of the study. Throughout this chapter, a brief explanation of the background of the topic will be given. Chapter two, this chapter will present the literature review, synopsis of *Wreck-It Ralph* movie, dualism, property dualism, mental property, and physical property. In this chapter, it has sub-chapters which include showing some of the same topics from previously existing journals, providing a brief explanation of the theory used, and its subject. Chapter three, this chapter will have sub-chapters which include types of research, data organization which includes data collecting methods, types of the data, and analyzing the data. This chapter will provide how the data from this study were obtained, the types of data, and the analysis. Next, chapter four includes findings

and discussions. And the last chapter is chapter five consists of conclusions and suggestions.



CHAPTER II

REVIEWS OF RELATED LITERATURE

A. Synopsis of Wreck-It Ralph Movie by Rich Moore

Wreck-It Ralph movie is an animated movie with a Disney superhero theme directed by Rich Moore. Previously, Disney developed *Wreck-It Ralph* in the late 1980s with the title *High Score*. After going through several considerations, in the late 1990s, he used the title *Joe Jump*. Then there was another consideration in the 2000s with the title *Reboot Ralph*.

Wreck-It Ralph movie depicted as a bad guy in a video game whose ambition is to travel for an award and prove that he is actually a good person. This movie used many cameos in each of its video games such as in the films *Who Framed Roger Rabbit* and *Toy Story*. *Wreck-It Ralph* movie which was released on November 9, 2012, is an animated movie that has a setting in the game area. In the game area, there are many different types of arcade games. Such as Fix-It Felix, Sugar Rush, Turbo Fantastic, Hero's Duty, and many more.

This movie began with the story of Ralph, a character who plays in Fix-It Felix Jr. He became a destroyer of the buildings belonging to the Nicelanders. Ralph's own character is considered evil because it harms the people of Nicelanders. Ralph was shunned because of his character as the bad guy in the game. But Ralph realized he was not a bad person at all. The circumstances that require him to be a bad character in the game. When outside the game he became a good person and wants to have relations with other people. But he has been

labeled as a bad character. Until he was dumped off in a racing game called Sugar Rush.

Sugar Rush is a racing game. Before the game starts, every week the citizens of Sugar Rush do a race to determine who will be the game icon and was chosen by the players. All Sugar Rush citizens can participate in this race except for one person nicknamed 'The Glitch'. Her name is Vanellope von Schweetz. She is a little girl with an annoying attitude. She was despised because of the broken program in Sugar Rush. She was manipulated by King Candy into becoming a damaged and unneeded player. She did not even have any friends. People kept insulting her and even being rude to her. That is why her character was always wary of the people around her.

Vanellope turned out to be experiencing things that were not much different from Ralph. Specifically, people took her lightly. She was considered corrupt, threatened the tranquility of Sugar Rush, and was underestimated. Due to the pressure emanating from the people around her, Vanellope became a person with sharp-tongued and annoying when in front of people who put her in under pressure situation. But when she was in her own home within Diet Cola Mountain, she became a kind, optimistic, and caring person.

When she first met Ralph, she immediately cornered Ralph with sharp words coming out of her mouth. She managed to get Ralph's medal, she tried her luck by taking part in the car race using Ralph's medal. Ralph, knowing that the medal he had worked hard to get from another game, gets angry and tries to ask

Vanellope back. But she would not give it back to Ralph and the only way to get it back is to win the race. Starting from there, Ralph knew the other side of Vanellope, who has always been trampled on her pride by others. He also knew the other side of Vanellope who turned soft when she was in her safe zone. Ralph and Vanellope got along well and spend time together practicing car races on Diet Cola Mountain. Ralph believed that Vanellope can definitely win the match.

The longer the two are friends, the closer they would be to communicating. Vanellope became a person who is not annoying when she is close, familiar, and felt comfortable with someone she thought was good. Unlike when they first met, she was an annoying person. Ralph moreover, in the beginning, he pressured Vanellope to get his medal back, when he got to know more about Vanellope, Ralph just wanted that girl to achieve her dream and prove to those who underestimated her that Vanellope could and should be a winner. Ralph came to know Vanellope's sincere side of being friends with other people.

Before production, existing characters were added to the story either where they could appear or as cameos from a list of characters suggested by the movie's creative team, regardless of whether they could legally use the characters. Before the production of the *Wreck-It Ralph* movie, the creative team of the movie added several characters that would appear in the story in the scene which could be added regardless of whether it was legal or not. Then to avoid this incident, the company sought permission from the copyright holder of the characters to be

added and worked with the company concerned to ensure the characters were authentic.

B. Literature Review

In the process of creating this study, there are several theses that still have similarities both in object and theory. The first study is a graduating paper originating from State Islamic University Sunan Kalijaga Yogyakarta in 2017 entitled "*Ralphs Dualism as seen in "Wreck It Ralph" movie*" by Dian Marhamah. In her graduating paper, she says that *Wreck-It Ralph* movie is a superhero-themed movie that depicts the hero is divided into two, between good and evil. She uses the binary opposition theory to see the significance of Ralph's personality as the object of her study. The aim of the study is to see the significance of Ralph's dualism. And in a result, the writer found that Ralph has binary opposition in him, which is between reality and outside of reality.

The second study is a journal article from Indian Journal of Psychiatry entitled "*A study in dualism: The strange case of Dr. Jekyll and Mr. Hyde*" by Shubh M. Singh and Subho Chakrabarti (2008). In this journal article, the authors find dualism in the case of Dr. Jekyll and Mr. Hyde. Dr. Jekyll is tired of his life full of falsehood and wants to free the evil within him. But for fear of the social sanctions he would receive, he produced a potion to release the evil within him from his good self- control. He created the downright evil Edward Hyde and was very different from Dr. Jekyll. Both coexist and are opposite. Good and evil are both constantly in conflict with each other and are two independent entities. The

result is the authors told the good and evil of “*The strange case of Dr. Jekyll and Mr. Hyde*” using dualism theory and Freud's structural personality theory.

The third is a graduating paper from the Islamic State Sunan Kalijaga University Yogyakarta entitled “*Reading Binary Opposition in Frozen Movie*” in 2015 by Ummi Solikhah. In her graduating paper, the writer uses qualitative research methods with the film *Frozen* as the object of her research. The author uses two theories in her paper. Binary opposition theory by Levis Straus is the main theory and film theory as a support to explain every expression and events that occur in the film. The author aims to see and found differences in certain characteristics by two different and opposing characters and see how these characters deal with the differences. And the result of the research conducted by the author is that the author managed to find the opposite nature between Elsa and Anna is called dualism by using the binary opposition theory. The author also found the cause of the opposites between Elsa and Anna.

From several previous references that tell about dualism, this study will discuss the dualism and types of dualism that appear in the female character which is Vanellope von Schweetz from *Wreck-It Ralph* movie.

C. Dualism

Dualism theory is a theory that emerged in the seventeenth century. A notion from René Descartes, he is a French philosopher and mathematician. Dualism theory is about the relationship between mind and body. “In fact, Descartes took the interaction between mind and body to be so close that the two

together constituted a third, unique substance, with its own distinctive properties...” (Feser 16). Based on the quotation, dualism forms new traits that arise from an underlying entity. According to Descartes, the reason mind and body appear to be distinct in the manner described in the previous chapter is that they are.

Dualism in another word means contrast, separation, and difference. The word ‘dual’ refers to two parts. Dualism provides knowledge about every aspect of life that is opposite but complementary. Robinson in a book entitled “Blackwell Guide to Philosophy of Mind” stated, “Dualism in the philosophy of mind is the doctrine that mind and body (or mental states and physical states) are of radically different natures” (Stitch 85). Based on the quotation, it means dualism contains two radically different kinds of being or substance-matter and spirit, body, and mind. In another sense, dualism is that the soul exists independently of one body. But, in one body there are two different materials.

Dualism is the belief that facts about the world in general or specific class of facts cannot be explained without assuming the presence of two distinct and typically opposing. It is related to two quotations from *Indian Journal Psychiatry* that says,

Dualism derives from the Latin word *duo*, meaning two. Simply put, dualism can be understood as a thought that facts about the world in general or of a particular class cannot be explained except by supposing ultimately the existence of two different, often opposite, and irreducible principles.

(Singh, p. 5)

Another quotation says that, “Dualism as a philosophy signifies the view that the universe contains two radically different kinds of being or substance-matter and spirit, body, and mind” (Singh 5).

Dualism comes in many forms, but it is usually divided into two categories: substance dualism and property dualism.

C.1 Types of dualism

Dualism is divided into many variations. However, it is commonly separated into two types with the substance dualism maintaining the distinction between mental and physical substances and the property dualism maintaining the distinction between mental and physical properties. As Edward Feser said in the book which entitled “Philosophy of Mind: A Short Introduction”, he said:

Two main versions are usually distinguished: substance dualism, which holds that there are two fundamental kinds of substance, namely mental substance and physical substance; and property dualism, which allows that there is only one fundamental kind of substance, namely physical substance, but holds that physical substance nevertheless has two fundamental kinds of property, namely, physical properties and mental properties (Feser 187).

Based on this quotation, two main version of dualism are substance dualism and property dualism. Substance dualism is a view that holds that there are only

two kinds of substance, namely mental and physical. Property dualism, on the other hand, allows for more than one kind of substance – which are physical and mental property.

In simple terms, substance dualism consists of two distinct substance foundations specifically mental substance and physical substance. These two substances defined by 'real forms'. As in mental substance, the brain or mind is its real form. While the physical substance is the body of an object. This is different from property dualism, in property dualism; there are mental properties and physical properties. Both are defined by 'nature'. Each property has different nature. Mental properties are dominated by the mental nature that arises from pain and desire. While physical properties are dominated by physical nature that occurs naturally.

C.2 Property dualism

Property dualism is one part of the type of dualism. In property dualism there are two different properties. These two properties have quite a contrast wherein property dualism consists of mental properties and physical properties, both are different but compatible which means they can work and move consequently. It is related to a quotation by John Heil that says, “Property dualism – the thesis that there are two distinctive kinds of property, mental and physical – is widely accepted, however.” (Stitch).

The mental property is ruled by pain and desire, while the physical property is ruled by natural kind. These two properties can be found in the same

body. It is related to a quotation that says, "...there are objects that have mental properties, and there are objects that have physical properties and that both sorts are basic properties, not conceptually reducible to each other or anything more basic." (Stitch 36). The object was mention before is human. A quote said that, "One such property, for instance, would appear to be the property of being wholly composed of bodily parts." (Stitch). Therefore, human is one of kind of the object because human have bodily parts that can be made it as a property.

In the property dualism holds that there are two kinds of properties which is mental property and physical property. A quotation says that, "For instance, pain and desire are universally recognized as being mental properties, while mass and velocity are universally recognized as being physical properties." (Beckermann 3). Based on this quotation, pain and desire are classified into mental property.

C.3 Mental property

Mental property is one of the kinds that include in property dualism. This type of dualism focused on 'nature'. In the mental property new unique and different traits emerge from mental properties. One of kind nature that is categorized into mental properties is pain and desire. It is related to a quotation that says, "Broad's, on which mental properties are ontologically novel emergent properties of an underlying entity...." (Stitch 127).

According to Edward Feser, "... experience or observe the pain itself; you cannot peer inside the wound and see the pain the way you might see a splinter.

You might observe the behavior typical of pain - screaming, crying, swearing, writhing - as well as the damage” (Feser 18). Pain experienced based on experiences that have been felt such as crying, hurt, and screaming.

C.4 Physical property

If the mental property is dominated by desire and pain, hence the physical property is dominated by physical nature that occurs naturally. Yoni Porat in a book entitled “A Brief Introduction to Philosophy” said that, “So according to property dualism there are different kinds of properties that pertain to the only kind of substance, the material substance: there are physical properties like having a certain color or shape, and there are mental properties like having certain beliefs, desires and perceptions.” (Porat 187). Therefore, color, shape, mass, and velocity included in the physical properties of dualism property. Because the part is contained in one human body or can be called the object.

According to Paul Snowdon, physical properties are properties that consist of physical objects. “Paul Snowdon draws on this theory in attempting to define the notion of a physical property. First, Snowdon offers the following putative sufficient condition of a property’s being a physical property. A property is a physical property if it can be instantiated in a domain consisting only of physical objects.” (Daly 203).

All humans are physical objects. In the physical property, human becomes the object the physical property. According to Paul Snowdon, “Second, Snowdon claims that physical objects form a natural kind. According to Snowdon, then,

physical objects form a natural kind, all and only whose members share certain essential features.” (Daly 203). Based on this quotation, physical properties are natural kind properties that come from property objects, in other words, humans.



CHAPTER III

RESEARCH METHOD

A. Types of Research

This study uses a qualitative as the type of research. Qualitative research is usually used in the form of analysis and a profound understanding. The data in qualitative research is not in the form of numbers but in descriptions. A quotation that says, “Qualitative research is an interpretative approach, which attempts to gain insight into the specific meanings and behaviors experienced in a certain social phenomena through the subjective experiences of the participants” (Polgar). Based on this quotation, it can be seen that the qualitative research uses one’s interpretation of social phenomena such as human behavior, events, and perceptions on a matter.

B. Types of the Data

The data use in this study divided into two types; there are primary and secondary data. Primary data is first-hand data or original data that contains information about the research object. The primary data is taken from the movie script from *Wreck-It Ralph* movie. In addition, there are also journals, books, websites, or internet sources, previous studies, and textbooks that are still related to this study become secondary data.

C. Data Organization

C.1 Data Collecting Method

In the data collection, the first step to do is watching the *Wreck-It Ralph* movie several times. At this step, the main purpose is to understand the contents of the

story about the conflicts, characters, plot and the messages of the movie. Then, the next step is reading the movie script from the *Wreck-It Ralph* movie several times. The main purpose of this step is to understand more and broadly the contents of the story, make analysis and interpret each scene. After doing a close reading of the movie script, the last step is identifies the information by take a notes some important things that can be used as supporting data

C.2 Identifying the Data

After watching the *Wreck-It Ralph* movie several times and doing a close reading to the movie script, the next step is to identify the data sequentially from the beginning to the end. At this stage, it is done by separating several scenes which are included in the dialogue, monologue, and descriptive relating to the two problem formulations. To make it easier to identify data, what is needed at this stage is to note minutes, seconds, dialogues, monologues, and narrations that are thought to be able to answer the two problem formulations. This step aims to separate data and non-data. It means, only potential data will be considered.

C.3 Classifying the Data

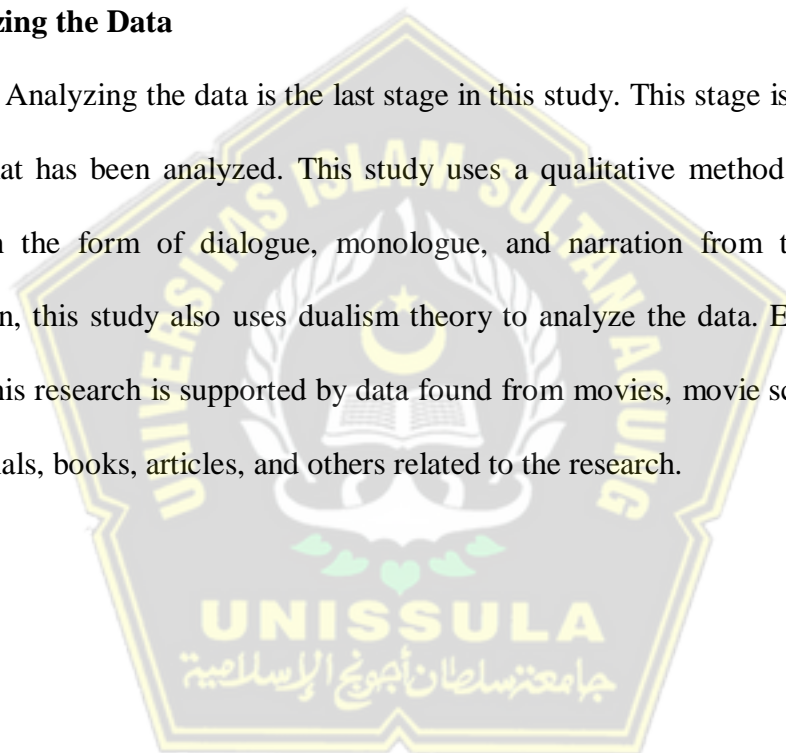
The next stage of collecting data is classification the data. In classifying the data, the data are grouped based on the problem formulation of the study. The data that has been collected and grouped will make it easier to answer the problem formulation. The data has been grouped in the form of an appendix table containing column number, quote from movie, form, type, reference, and comment.

C.4 Reducing the Data

In the reducing the data stage, all the data would be selected. Data that looks the same is less strong, and has no correlation with the problem formulation would be removed and will not be used to answer the problem formulation. This is to simplify the data. It means the most effective and potential data that will be used to answer the problem formulation.

D. Analyzing the Data

Analyzing the data is the last stage in this study. This stage is finalizing the data that has been analyzed. This study uses a qualitative method by collecting data in the form of dialogue, monologue, and narration from the movie. In addition, this study also uses dualism theory to analyze the data. Each statement from this research is supported by data found from movies, movie script, journals, e-journals, books, articles, and others related to the research.



CHAPTER IV

FINDING AND DISCUSSION

This chapter consists of findings and discussions about dualism and property dualism in the *Wreck-It Ralph* movie to answer the problem formulations introduced in chapter one. This chapter focuses on analyzing dualism reflected by Vanellope von Schweetz, the female character in the *Wreck-It Ralph* movie by Rich Moore, and the reflected property dualism in Vanellope. This chapter is divided into two sub-chapters, including the depiction of dualism and property dualism towards Vanellope von Schweetz in the *Wreck-It Ralph* movie.

A. Dualism Reflected by Vanellope in *Wreck-It Ralph* Movie

Dualism is the difference and opposite between two things. It is the study of the philosophy of mind. Souls exist independently of one body, but in one body there are two different natures. The two have different and opposite. The situation is in accordance with the statement from Howard Robinson, “Dualism derives from the Latin word *duo*, meaning two. Simply put, dualism can be understood as a thought that facts about the world in general or of a particular class cannot be explained except by supposing ultimately the existence of two different, often opposite, and irreducible principles” (Singh, p. 5).

The previous things mention above occurs in Vanellope von Schweetz, a racer from the Sugar Rush game. She has two natures on herself and it is opposite. Her opposite natures include; annoying and kind, sharp-tongue and sincere, pessimistic and optimistic, rude and polite, negative thinking and positive thinking, also guilt-tripping and care.

A.1 Annoying and Kind

Vanellope's original nature, which was originally cute, kind, polite, and funny, slowly began to merge into one with her bad nature. The nature of dualism that is first depicted in her is annoying and kind. At that time, the first time she met Ralph, she became an annoying person by bothering Ralph repeatedly. When they first met at the top of the candy tree, Vanellope felt strange for Ralph because she had never seen him before. She became nosy when she meets Ralph. It can be seen in the following dialogue:

VANELLOPE: (watching him) "I wouldn't grab that branch if I were you. It's a double stripe."

RALPH: "I'm from the candy-tree department. I know exactly--"

He grabs the branch. DING! SNAP. Ralph Falls

(Wreck-It Ralph 29:52 – 30:00)

Based on the dialogue, Vanellope used her powers to remove the branch Ralph was stepping on, it causing Ralph to fall several times until he fell into the brown puddle. Vanellope used her glitch mode to disturb Ralph. She also kept asking Ralph. It can be seen in the following dialogue:

VANELLOPE: "Double stripes break, ga-doi. Hey, why are your hands so freakishly big?"

RALPH: "Uh, I dunno. Why are you so freakishly annoying?"

(Wreck-It Ralph 30:01 – 30:09)

Vanellope kept doing annoying things to Ralph. She kept asking with impolite

words. Based on the Ralph's dialogue, he said that Vanellope is annoying. For someone who was met each other for the first time, Vanellope's actions made Ralph irritated. She was still acting annoyingly not once, but repeatedly. As she and Ralph continued to talk in the tree, Vanellope saw a medal at the top of the tree, she tried to grab it. After all, it belonged to Ralph. It can be seen in the following dialogue:

VANELLOPE: Race you for it!

Vanellope moves like a monkey up the branches. Ralph follows.

RALPH: I don't have to race you for it, because it's mine.

Grabs a double stripe. DING! It BREAKS!

VANELLOPE: Double stripe!

Vanellope makes it to the top and grabs the medal

(Wreck-It Ralph 30:16 – 30:35)

In the following dialogue, she tried to block Ralph by double stripe so that the branch that Ralph touched disappeared and he fell down. Not just once, she did it repeatedly. After that, she challenged Ralph to a race to take the medal. Though it belonged to Ralph, Vanellope took it so she could participate in the race.

Behind her annoying nature, in fact, she also has a good side in her that is opposite to her bad nature. At that time, Ralph fell from the top of Diet Cola Mountain, and then Vanellope ran to help him out. It can be seen from the quote below:

IN DIET-COLA MOUNTAIN: The stalactite falls towards the broiling hot diet cola. Ralph falls with it. This is it.

Suddenly, Vanellope rides up the side ramp in a kart. She makes the big jump and catches Ralph on the hood of her kart.

(Wreck-It Ralph 1:25:25 – 1:26:10)

Vanellope cannot quit the game because the program is broken. At the time, she was about to escape but cy-bugs already targeted her. Then, she saw Ralph trying to help her by destroying the menthos at the top of Diet Cola Mountain, Vanellope must also save him back. Vanellope got past cy-bugs and helps Ralph use her race car. She jumped and fought tens of cy-bugs to save Ralph who was about to fall into the hot lava of Diet Cola Mountain.

Some of the quotes above show that she has two opposing principles; annoying and kind which indicate that Vanellope has dualism in her. This is related to the reference from Howard Robinson that dualism is the knowledge about every aspect of the world that is different and opposite but synchronously. Dualism presence of two principles that is different and opposing in the same body.

A.2 Sharp tongue and Sincere

Another dualism experienced by Vanellope is between sharp tongue and sincere. Her mouth did not say a bad word once; she even did it oftentimes to Ralph. When she first met Ralph, she did not hesitate to throw bad words and calls at Ralph, such as dumb and stink-brain. As we can see from the following

dialogue:

VANELLOPE: Au revoir, Admiral Underpants.

VANELLOPE: Goodbye, Major Body Odor!

(Wreck-It Ralph 1:30:30 – 1:30:42)

Vanellope could not control the words that came out of her mouth. It was the last time they met on a Sugar Rush. Vanellope had already said bad words at Ralph. Ralph's stinky breath, his big hand, his underpants, and his scent. She also was making fun of Ralph as he tries to save Vanellope from King Candy's Fungeon.

But as she begins to feel comfortable being by Ralph's side, her nature, which is her genuine self, slowly emerges. She gave a handmade candy hearts on a string for Ralph as a substitute if she cannot win the match and can't get Ralph's medal. As portrayed in the following dialogue:

She ties something around his neck.

VANELLOPE: "Okay. Open 'em up!"

VANELLOPE: "I made it for you, just in case we don't win. Not that I think there's even a remote chance we're not gonna win."

He looks down and sees a small, handmade candy heart on a string, on which is hand-painted the words: "To Stink Brain."

(Wreck-It Ralph 1:06:27 – 1:06:35)

They became close after spending time together. Before entering the race, Vanellope promises to get Ralph's medal back. Even though she was sure she would win, just in case she lost, she made a necklace made of heart-shaped candy

for Ralph because he had helped her a lot.

The two sides of Vanellope between Sharp-tongued and Sincere can be categorized into dualism. In Vanellope's case, there are two different traits between good and bad. As stated from Howard Robinson,

According to Howard Robinson, Dualism derives from the Latin word *duo*, meaning two. Simply put, dualism can be understood as a thought that facts about the world in general or of a particular class cannot be explained except by supposing ultimately the existence of two different, often opposite, and irreducible principles. (Singh, p. 5).

A.3 Pessimistic and Hard-working

Vanellope became a pessimistic and hard-working person. In Vanellope's case, she has thought and control over her two distinct and opposing nature principles. Two different kinds that occur in the Vanellope's can be classified into dualism. As cited in *Indian Journal Psychiatry*, "Dualism as a philosophy signifies the view that the universe contains two radically different kinds of being or substance-matter and spirit, body, and mind" (Singh, p. 5).

One side of her showing a pessimistic attitude is when she is not sure if she is good enough to be a racer and liked by players. It portrayed in the following dialogue:

VANELLOPE: "I mean, am I ready to be a real racer? Ralph, what if the gamers don't like me?!"

(Wreck-It Ralph 1:02:30)

In the movie, Vanellope tried and trained hard her strength with Ralph in order to win the match. Right after coming out of her hiding place, she prepared to head to the race track. However, Vanellope felt nauseous and wanted to throw up because she was too nervous. She felt worried and anxious. She was worried that the gamers would not like her when she was chosen as one of the icons in the Sugar Rush game. Vanellope's pessimistic nature was because she had expected or imagined a bad situation to come.

However, the other side of her firmly believed that she was hard-working that she could win the match despite her system crash. Compared to her pessimistic side, Vanellope's hard-working side actually has a bigger impact on how she makes decisions. She focused on making her nickname “The Glitch” to get her to the finish line.

The movie shows that Vanellope always believed that she was a real racer. She always felt that she was a reliable racer and could become a champion. She is very sure to turn things around as quoted from the dialogue below:

RALPH: “What did you think?! (mocking voice) Oh, I’ll just magically win the race just because I really want to!”

She grabs the steering wheel, eager.

VANELLOPE: “Look wise guy, I know I’m a racer. I can feel it in my code.”

(Wreck-It Ralph 53:35 – 53:45)

Based on the dialogue, Ralph had doubts because she couldn't drive a race car, but Vanellope would work hard that she would be a great racer. The other

side is when she is very hard-working that she can be the first person to reach the finish line. It is portrayed in the quotation below:

VANELLOPE: "Come on. You can do it. Concentrate. And... Glitch!"

She glitches. Disappears. Reappears to the left of the wall. King Candy swerves, bounces off the wall, and heads down the right hand tunnel.

VANELLOPE: "Sweet mother of monkey milk! I did it!"

(Wreck-It Ralph 1:21:25 – 1:21:47)

At that time, the remaining winning candidates were Vanellope and King Candy. She was so scared when King Candy tried so hard to get rid of her. He tried to push Vanellope to lose. However, Vanellope did not give up there. She was determined to win the game and become a champion. She believed that the damage to her program could lead her to victory. She activated her glitch mode and managed to defeat King Candy.

Based on Vanellope's case, she had many contradictory traits. She consists of two different and opposing principles of the same body and mind. Not a very drastic change, but the two different traits were already in her, indicating that a person does not only have one character.

A.4 Rude and Polite

Another dualism experienced by Vanellope is between rude and polite. Due to being under some pressure from people and living a lonely life, Vanellope's other vices emerge. When she met Ralph, a figure that she believed is not from the Sugar Rush game, it makes her wonder what the figure's business in her game is. She asked about his name, his work, and even asked if Ralph was a

hobo. Instead of being kind, Vanellope immediately asked rude questions as portrayed in the following dialogue:

Vanellope springs up to a branch by his face and hangs upside down.

VANELLOPE: “Are you a hobo?”

RALPH: “No, I am not a hobo. But I am busy, so you go, go home.”

(Wreck It-Ralph 29:25 – 29:34)

It was the first time they had met, but the question about hobo is an offensive question. And Vanellope’s attitude was rude. Despite lying, Ralph replied that he is not a hobo. He works for the Candy-tree department. It can also be seen when she talks to Ralph. He had been kind enough to answer the questions Vanellope kept giving him. But instead of speaking more politely, Vanellope said Ralph's breathe stinks and mimicking on him. It illustrated in the following dialogue:

RALPH: “Listen, I try to be nice—”

VANELLOPE: (mimicking him) “I try to be nice.”

RALPH: “You’re mimicking me.”

VANELLOPE: (still mimicking) “You’re mimicking me.”

*RALPH: “Okay, **that is rude**, and this conversation is over.”*

(Wreck-It Ralph 29:40 – 29:50)

From Ralph's dialogue, it has also been proven that Vanellope's actions are rude. The opposite of Vanellope's rudeness is politeness. Even though she said a bad word once, at that time she was able to properly greet Ralph like a stranger

who had just met. It is described in this quotation below:

VANELLOPE: Hi mister!

VANELLOPE: What's your name?

RALPH: Ralph, Wreck-it Ralph.

VANELLOPE: You're not from here, are you?

RALPH: No, well, yeah, I mean not from right in this area. But I'm just doing some work here

(Wreck-It Ralph 28:48 – 29:05)

It was their first time interacting. In the beginning, Vanellope took the initiative to ask Ralph a few things because she knew that Ralph was not from Sugar Rush. The types of questions are similar to the common questions asked by strangers. That was the first time Vanellope wanted to reach out to Ralph for the first time.

Previously, in the movie, it was told that Vanellope lived alone in Diet Cola Mountain. She refers to herself as a homeless person. She has no friends because everyone thinks she's a system error, very surrender to her situation, and is always alone. However, she also wanted to have friends. Therefore she tried to participate in the race and meet other racers. She tried to be friendly. It is illustrated in the following dialogue:

VANELLOPE: Hello, fellow racers!

VANELLOPE: Taffyta, Rancis, you're looking well. Came by to check out the competition, huh? Well, here it is, The Lickity Split.

(Wreck-It Ralph 40:45 – 41:00)

Although she has always been shunned, Vanellope tries to get along with other racers. She also wants to have friends, wants to join the race, and wants her existence to be acknowledged. Between rude and polite are different also opposite traits even though they are in the body and mind of Vanellope. Therefore, it can be done one of Vanellope's dualistic traits. This action in line with statement by *Indian Journal Psychiatry* that, “Dualism as a philosophy signifies the view that the universe contains two radically different kinds of being or substance-matter and spirit, body, and mind” (Singh, p. 5).

A.5 Negative Thinking and Trust

Vanellope's broken game system made her exiled and became a fugitive in Sugar Rush. People around her gave bad words and treatment to her. Her face is even on the poster as ‘a person who is forbidden’ to be around the Sugar Rush area. Her originally innocent personality became a little tougher due to pressure from those who hated her. This opens up two opposite characteristics, that is negative thinking and positive thinking.

Then when she met Ralph, her mind was filled with negative things. She always had a bad feeling about what Ralph was doing. At that time, when she found out that Ralph got the medal from the game Hero's Duty. It can be explained in the following dialogue:

VANELLOPE: Hero's Duty?! Ha!

RALPH: It's not that kind of duty.

VANELLOPE: I bet you really gotta watch where you step in a game

called Hero's Duty. What did you win a medal for? Wiping? I hope you washed your hands after you handled that medal.

(Wreck-It Ralph 43:00 – 43:17)

Vanellope thought Ralph got the medal in a dirty way. So she told him to wash his hands after getting the medal. Even though what was meant when Ralph got the medal from the Hero's Duty game was because he was trying so hard to enter a game that wasn't his.

The other experience of negative thinking occurs in Vanellope is when she insults a hero's job. It depicted in the following dialogue:

VANELLOPE: Wait. One more. One more: why did the hero flush the toilet?

VANELLOPE: (CONT'D) Say why...

RALPH: Why.

VANELLOPE: Because it was his duty.

RALPH: How dare you insult Hero's Duty, you little guttersnipe! I earned that medal, and you better get it back for me, toot-sweet, sister!

(Wreck-It Ralph 43:18 – 43:34)

Vanellope did not think the hero's duty was anything out of the ordinary. They just did the easy duty. She made a joke about the hero's duty. From Ralph's dialogue, he did not accept Vanellope degrading the duties of a hero because that's not true. Ralph has passed all the challenges in the Hero's Duty game and has many superhero friends. Therefore, he felt offended by Vanellope's joke.

Behind her mind filled with negative things, Vanellope has positive things

that can make her in a safe environment. It is reflected in the dialogue below:

*VANELLOPE: Look, you want that medal, right? And I want to race. So, here's what I'm thinking; **you help me get a new kart, a real kart, and I'll win the race and get you back your medal.***

RALPH: You want me to help you?

*VANELLOPE: All you got to do is break something for me. **Come on, what do you say, friend?***

***She holds out a hand.** He doesn't take it right away.*

RALPH: We are not friends.

*VANELLOPE: Ah come on, pal. You son of a gun. **Come on buddy, let's shake on it.** Come on chumbo. Ralph, my man. My main man. Hey, my arm's getting tired. **We have a deal or not?***

(Wreck-It Ralph 44:03 – 44:40)

Vanellope offers a deal so that she and Ralph can become friends. Even though she was always annoying from the beginning, she thought that she needed Ralph to help her and she needed a friend. That means she believed that Ralph can help her and definitely want to be her friend. She gave win-win solution and trust to Ralph. In the dualism of humans are naturally opposite and against each other. It is related to a quotation about dualism stated by Howard Robinson that dualism in a Latin word, *duo* means two. In a simple way, dualism is the belief about the universe classified the presence of two distinct, frequently opposing, and irreducible principles (p. 5). It can be concluded that dualism reflected on Vanellope. She has another dualism nature on her; negative thinking and trust.

A.6 Guilt-tripping and Care

The last reflection of dualism on the character Vanellope is guilt-tripping and care. Guilt-tripping is a form of controlling someone who is intended to make the person feel guilty for their actions. It is reflected in the dialogue below:

RALPH: Look, wait. Let me talk to you for one second. Here's the thing, I'm not from the candy tree department.

VANELLOPE: Lying to a child. Shame on you, Ralph.

Vanellope polishes the medal, admiring it.

VANELLOPE: Yeah, well now it's my ticket.

VANELLOPE: See ya, chump.

She runs off.

(Wreck-It Ralph 30:35 – 31:00)

After competing for a medal on a tree, Vanellope got it. Then Ralph admits his mistake that he lied about his job and he begs to get the medal back to him. But Vanellope actually did guilt-tripping to Ralph; she cornered Ralph because he lied to her. Instead of apologizing for taking Ralph's medal, Vanellope corners him and took away a medal that doesn't belong to her.

However, when they decided to work together and become friends, her other traits emerged. Not only brings out her bad nature, but her genuine nature also appears. Vanellope's character emerges. She became a person who cared about Ralph. It portrayed in the following dialogue:

VANELLOPE: "You know, you could just stay here and live in the castle.

You'd have your own wing where no one would ever complain about your

stench, or treat you bad ever again. You could be happy."

(Wreck-It Ralph 1:30:00 - 1:30:10)

At the end of the story, Vanellope managed to become the champion and restore all memories and the Sugar Rush system that had been damaged by King Candy. She is a Sugar Rush princess. Even though it's filled with vices, it's part of her character development. Behind her bad nature of guilt-tripping with Ralph, she has a caring feeling for Ralph who has helped her as long as they are friends. At that time, she offered Ralph to stay at Sugar Rush so he could be happy and not be mistreated by others.

The principles of good and bad coexist although they are very different and opposite. Between guilt-tripping and care are two different and opposite things. The presence of two different and opposite principles is in line with the definition of dualism put forward by Robinson that dualism in a Latin word, *duo* means two. In a simple way, dualism is the belief about the universe classified the presence of two distinct, frequently opposing, and irreducible principles (p. 5).

B. Property Dualism Reflected by Vanellope in Wreck-It Ralph Movie

Property dualism is a form of dualism. In this type of dualism, there are two distinct properties; mental and physical. These things are in accordance with John Heil's statement that says, "Property dualism - the thesis that there are two distinctive kinds of property, mental and physical - is widely accepted, however". (Stitch, p. 231). Both are defined as 'nature'. Each property has its own unique characteristics. The mental property that comes from pain and desire dominates mental attributes. Physical property, on the other hand, is dominated by physical nature that occurs naturally.

B.1 Mental Property Reflected by Vanellope in Wreck-It Ralph Movie

Mental property is one of the properties contained in property dualism. This property is in one object, namely the human body. This type of property is dominated by pain and desire. These conditions are in line with the statement of Beckermann that say, “For instance, pain and desire are universally recognized as being mental properties, while mass and velocity are universally recognized as being physical properties” (Beckermann, p. 3). Actions of pain; screaming, writhing, swearing and crying. These conditions occur in Vanellope who lived in Sugar Rush game.

Vanellope had a lot of bad experienced. She was bullied, shunned, and wanted at her own game by all Sugar Rush citizens who were influenced by King Candy, the leader of Sugar Rush. He used his power to erase all Sugar Rush citizens' memories and destroy Vanellope's system. Therefore, all Sugar Rush citizens submit to his orders. Vanellope also has a big desire to enter the race and become a winner. She wanted to show that she not broken. By showing her glitch mode ability, she hopes that people still want to be friends with her.

B.1.1 Pain

Vanellope felt a lot of things that hurt her physically and mentally. Her pain is accepted by the people around her. At that time, the first time she showed her own race car. However, the racers broke her car and avoid her from racing. The experience of pain and that occur in Vanellope can be seen in the following monologue:

VANELLOPE: “Stop. You’re breaking it! No! Please.” (Vanellope grabs Taffyta and spins her around to face her).

VANELLOPE: "I just want to race like you guys.

TAFFYTA: "You'll never be a racer, because you're a glitch...and that's all you'll ever be."

(Taffyta pushes Vanellope, who goes flying back, and lands SPLAT in the mud).

(Wreck-It Ralph 41:58 – 42:12)

Based on the dialogue, Vanellope just wanted to participate in the race. But then the racers broke her car. When she tried to save her kart, they blocked her. She struggled with screaming and defense. Since she was alone, Taffyta gave harsh words and push Vanellope down into a puddle of chocolate.

Another pain experience by Vanellope is when her car and her trust were destroyed by Ralph. She cried a lot. At that time, before they left for the race arena, Vanellope knew that Ralph sacrificed her to King Candy. It again as follow:

VANELLOPE: Wait. Wait. Wait. No. No. No. Please, Ralph! No! Stop!

But he doesn't stop. He destroys the kart.

She sobs. Then she glitches and lands on her butt on the ground.

The kart is in ruins. Ralph turns to her.

VANELLOPE: (heartbroken) You really are a bad guy.

She runs sobbing into the mountain entrance. Ralph hangs his head. He sighs, then walks over and picks up his medal.

(Wreck-It Ralph 1:08:15 - 1:08:53)

Vanellope cries and screams not to get her car crushed by Ralph. But it was already broken. The actions of pain that Vanellope feels; crying/sobbing and screaming is a form of mental property.

B.1.2 Desire

Desires are included in mental properties. Vanellope has great desire. The goal is only one, which is to be part of the race. Her great determination makes her deal with the reality that many people are trying to stop her desire. This desire is illustrated in some of the following dialogues:

VANELLOPE: I just want to race like you guys.

(Wreck-It Ralph 42:04)

VANELLOPE: I'm going to that race!

(Wreck-It Ralph 1:08:05)

VANELLOPE: "I'm already a real racer, and I'm gonna win!"

(Vanellope speeds across the starting line. She's in the race!)

(Wreck-It Ralph 1:16:58)

From that dialogue, we can know that Vanellope has said repeatedly that she wants to take part in the race. But her efforts were thwarted by the people around her. But she didn't give up until she finally proved that she won the match. In conclusion, desire can be seen because a person has great determination and comes from within themselves. Her experience in feeling pain and desire is included in the mental property. These actions are in line with Beckermann's statement that say, "For instance, pain and desire are universally recognized as being mental properties, while mass and velocity are universally recognized as being physical properties" (Beckermann, p. 3). Yoni Porat in a book entitled "A Brief Introduction to Philosophy" also said the same thing, "So according to property dualism there are different kinds of properties that pertain to the only

kind of 19 substance, the material substance: there are physical properties like having a certain color or shape, and there are mental properties like having certain beliefs, desires and perceptions.” (Porat, p. 148).

B.2 Physical Property Reflected by Vanellope in Wreck-It Ralph Movie

Property dualism does not only consist of mental properties but also physical properties. The physical property in property dualism refers to a physical object. This is based on a statement from Paul Snowdon that says, “A property is a physical property if it can be instantiated in a domain consisting only of physical objects” (Daly, p. 203). In line with Snowdon’s statement, the physical object is human body.

Included in the physical properties are the original properties of the object. As said by Snowdon, claims that physical objects form a natural kind (p. 203). Some of the natural kinds that are in Vanellope are her natural qualities. This nature is confident and forgiving.

B.2.1 Confident

One of her natural traits is that she is very confident. This nature has stuck with her since the beginning of her appearance. Her confidence does not hurt anyone. But it leads to good things. Her confidence can get her where she wants to be. As explained in the dialogue below:

VANELLOPE: Taffyta, Rancis, you’re looking well. Came by to check out the competition, huh? Well, here it is, The Lickity Split.

VANELLOPE: Built it myself. Fastest pedalpower west of the Whack-A-Mole. Check her out.

(Wreck-It Ralph 40:51 – 41:10)

Vanellope has been through a lot in her life. At that time Vanellope was trying hard to be able to participate in the race. Therefore, she made her race car. The car is not as good as other racers because it has no gas pedal and is still made of manual. But due to her self-confidence nature, she is not ashamed of what she has created. Instead, she showed it to other racers that she could build her car. The action of confidence in herself is a good trait that naturally exists in her in line with Snowdon's statement that a natural kind is a form of physical property.

B.2.2 Forgiving

The act of forgiving someone's mistakes and forgetting the bad feelings they get is a form of forgiveness. Vanellope experienced many unpleasant times in her life. Being treated unfairly by those around her does not make her a vindictive one. Instead, she forgave the mistakes of those who had hurt her. It can be seen in the following dialogue:

TAFFYTA: (cool-headed) Hey Vanellope, you know all that stuff we said earlier, that was all a joke, you know that, right?

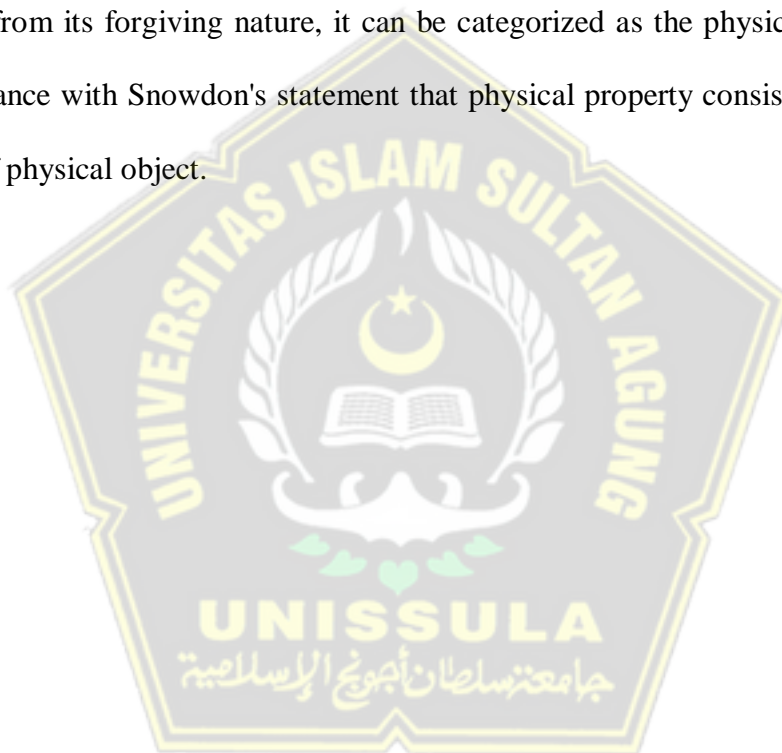
VANELLOPE: (a voice like Snow White) "Tut-tut. As your merciful princess, I hereby decree that everyone who was ever mean to me shall be...executed."

RACERS: "What?! No, please!"

VANELLOPE: (back to her normal voice) "Ahhhh....I'm just kidding. Stop crying, Taffyta."

(Wreck-It Ralph 1:28:30 – 1:29:00)

Based on the dialogue, at the end of the story, Vanellope won the match. Vanellope has been crowned as the Sugar Rush Princess. With her being the princess, the memories of all Sugar Rush citizens returned. They remember that Vanellope von Schweetz is their leader as a Princess. They also asked for forgiveness from their princess so as not to be executed, and Vanellope also forgave them. Vanellope's forgiving nature brings peace to life in Sugar Rush. Apart from its forgiving nature, it can be categorized as the physical property in accordance with Snowdon's statement that physical property consists of a natural kind of physical object.



CHAPTER V

CONCLUSION AND SUGGESTION

Chapter five is the last chapter from this study. This chapter consists of two subchapters that convey conclusion and suggestion according to the discussion in the chapter four.

A. Conclusion

After analyzing the *Wreck-It Ralph* movie by Rich Moore (2012), this study focuses on the problem of dualism and the type of dualism as depicted in the movie. According to the finding and discussion in chapter four, this study analyzes dualism and property dualism specifically mental property and physical property experienced by the female character, namely Vanellope von Schweetz.

From the discussion, it can be concluded that this study presents the different and opposite nature of Vanellope's character. The dualism that can be seen in Vanellope is annoying and kind, sharp-tongue and sincere, pessimistic and hard-working, rude and polite, negative thinking and trust, also guilt-tripping and care. This study also described the type of dualism that Vanellope experienced as property dualism, especially mental property and physical property. It is depicted in several dialogues in the *Wreck-It Ralph* movie.

Besides having two different properties, mental property and physical property are also faced by Vanellope. Mental property is dominated by pain and desire. It happened when Vanellope was physically and emotionally hurt by the racers as well as Ralph. While the desire for Vanellope can be seen in some of her actions and dialogues which show that she wants to be a racer and win matches. Besides

the mental property experienced, physical property is also faced by Vanellope. Physical property is a natural kind from the physical object. The physical property of Vanellope can be seen from her natural kind of being confident and forgiving.

B. Suggestion

This study uses dualism theory to analyze the *Wreck-It Ralph* movie. It focuses on the dualism and property dualism portrayed in the movie. This study suggests that further researchers can analyze *Wreck-It Ralph* using the theory of hierarchy of human needs on Vanellope's character or another character, Ralph. This study also suggests that other researchers can analyze how the surrounding environment supports the dualism changes that occur in Vanellope.

By reading the results of this research and watching the movie, the writer hopes that the readers can find out about humans who have dualities in themselves, differences in mind and body, as well as the nature of mental and physical properties because there is no single human being in this world.

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