

INFERIORITY COMPENSATION AND ITS IMPACT IN THE FILM

MEGAMIND (2010): INDIVIDUAL PSYCHOLOGY ANALYSIS

A FINAL PROJECT



Presented as Partial Fulfillment of Requirements

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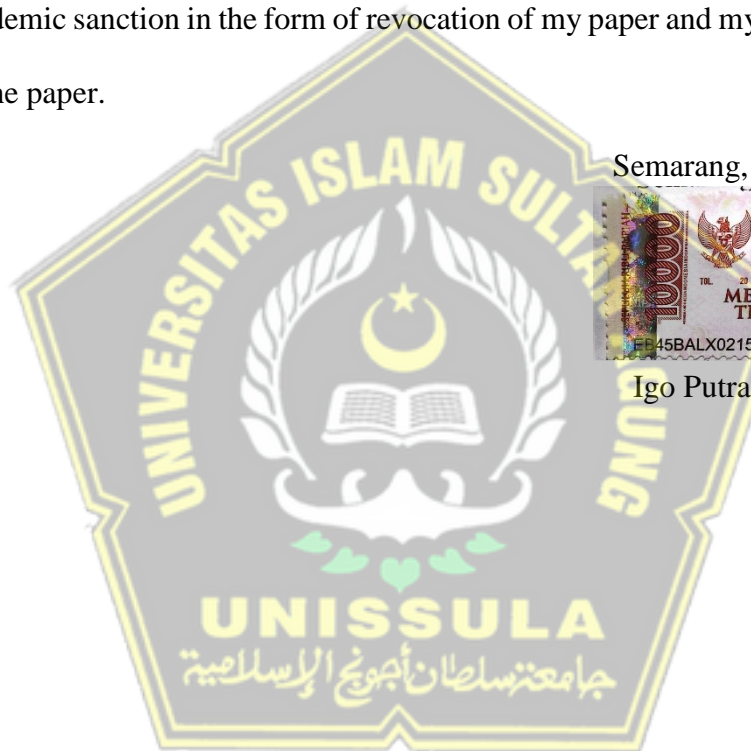
STATEMENT OF WORK ORIGINALLY

Hereby, I honestly declare that the thesis I wrote does not contain the written work of other people. Except as mentioned in the citation and bibliography as a scientific work should. If my statement is not valid in the future, I absolutely agree to accept an academic sanction in the form of revocation of my paper and my degree obtained from the paper.

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Igo Putra Eka Firmansyah

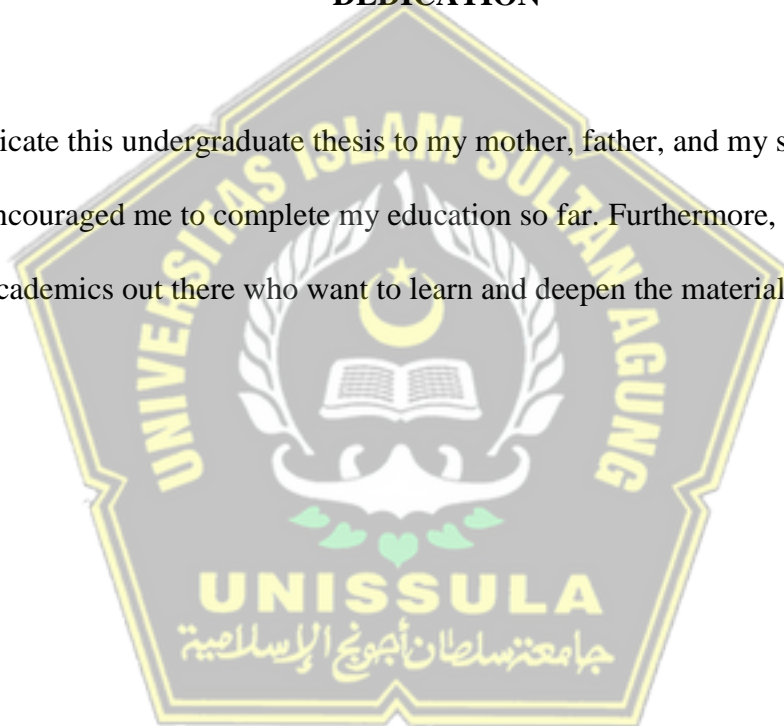


MOTTO

“A man is great not because he hasn’t failed, a man is great because failure hasn’t stopped him”

DEDICATION

I dedicate this undergraduate thesis to my mother, father, and my siblings who have encouraged me to complete my education so far. Furthermore, I dedicate this to academics out there who want to learn and deepen the material discussed.



ABSTRACT

Firmansyah, Igo Putra Eka, 30802000021. Inferiority Compensation and Its Impact in the Film *Megamind* (2010): Individual Psychology Analysis. A final project of Language and Communication Science. English Literature Study Program. Sultan Agung Islamic University Semarang. Advisor: Nailil Muna, S.S, M.A

Film, as a medium of artistic expression, can reflect and influence social norms, values, beliefs, and behaviors. It can also provide a representation of different cultures, societies, and historical periods. This final project examines the *Megamind* (2010) , it tells of a supervillain who is full of deception. The main character or Megamind continues to threaten the entire contents of Metro city. This final project tries to find answers about how Megamind compensates for feelings of inferiority and how the impact of compensation influences Megamind's character.

It used a descriptive qualitative method. The primary data of this research was the film *Megamind* (2010) which is formed from the dialogues, prologues and monologues in the film. Secondary data is taken from e-books, essays, articles, websites, watching films, reading film scripts, identifying data, classifying data, and reducing data processes data collection methods.

Based on the research results, there are two things that can be concluded. The first is the way the main character compensates for his feelings of inferiority by working hard & effort, increasing abilities, becoming superior and creative power. The second is the impact of compensation that influences to changes the nature of the main character, namely being creative individual ,being motivation or striving and being self-esteem.

Keywords: inferiority, compensation, individual psychology, *megamind* (2010)

INTISARI

Firmansyah, Igo Putra Eka, 30802000021. Kompensasi Inferioritas dan Dampaknya dalam Film *Megamind* (2010): Analisis Psikologi Individu. Tugas Akhir Ilmu Bahasa dan Komunikasi. Program Studi Sastra Inggris. Universitas Islam Sultan Agung Semarang. Pembimbing : Nailil Muna, S.S, M.A

Film, sebagai media ekspresi artistik, dapat mencerminkan dan mempengaruhi norma, nilai, kepercayaan, dan perilaku sosial. Film juga dapat merepresentasikan dari budaya, masyarakat, dan periode sejarah yang berbeda. Tugas akhir ini mengkaji tentang film *Megamind* (2010), menceritakan tentang penjahat yang penuh tipu daya. Sang tokoh utama atau Megamind terus mengancam seluruh isi kota Metro. Tugas akhir ini mencoba mencari jawaban tentang bagaimana Megamind mengkompensasikan perasaan rendah diri dan bagaimana dampak kompensasi mempengaruhi karakter Megamind.

Metode yang digunakan adalah deskriptif kualitatif. Data primer penelitian ini adalah film *Megamind* (2010) yang terbentuk dari dialog, prolog, dan monolog dalam film. Data sekunder diambil dari e-book, esai, artikel, website, menonton film, membaca naskah film, mengidentifikasi data, mengklasifikasikan data, dan mereduksi data.

Berdasarkan tugas akhir ini, ada dua hal yang dapat disimpulkan. Yang pertama adalah cara tokoh utama mengkompensasi perasaan rendah diri dengan bekerja keras & berusaha, meningkatkan kemampuan, menjadi unggul dan daya kreatif. Kedua, dampak kompensasi yang berpengaruh terhadap perubahan sifat tokoh utama yaitu menjadi seorang yang mempunyai pemikiran kreatif, menjadi termotivasi dalam berjuang dan menjadi percaya diri.

Kata Kunci: inferioritas, kompensasi, psikologi individu, *megamind* (2010)

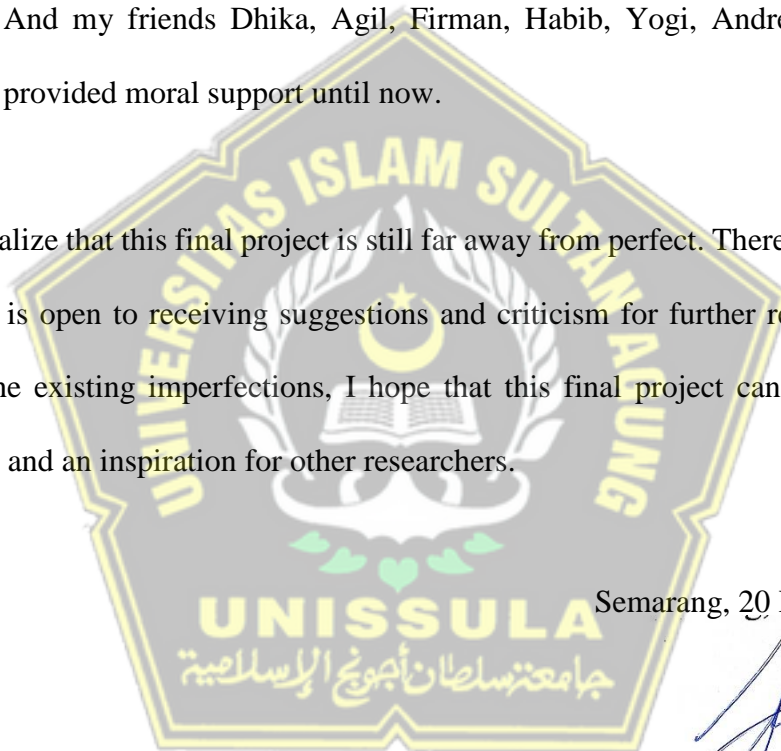
ACKNOWLEDGEMENT

In the name of Allah, the Most Almighty, the Most Gracious, I would like to express my gratitude to Allah Subhanahu wa ta a'la who has given grace and affection, and has made everything easy so that I can complete this final project. I realize that without help, guidance, advice and suggestions from the people around me, I won't be able to accomplish this final project. Therefore, I would like to express my deepest gratitude to the following people:


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I realize that this final project is still far away from perfect. Therefore, this final project is open to receiving suggestions and criticism for further research. Apart from the existing imperfections, I hope that this final project can be useful for readers and an inspiration for other researchers.



Semarang, 20 February 2024


Igo Putra Eka Firmansyah

CHAPTER I

INTRODUCTION

A. Background of study

Literature serves as a reflection of diverse facets of life, capturing the intricacies that are often ambiguous, as suggested by (Warren 3). Literature and psychology have a correlation with each other, literature is a medium for expressing language through poetry, books, film texts, rhymes, etc. Meanwhile, from these writings, correlations arise regarding the relationship between social stories, conflicts, philosophy, desires and concerns of an individual (Aras 251). It implies that literature draws inspiration from social event. Within literary works, authors articulate their ideas to convey unique characteristics and objectives. It is evident that an author's concepts within a work can profoundly influence readers' perspectives. Furthermore, the definition of literature is not confined to individual opinions; various experts contribute their interpretations. According to Hmlyn offers an alternative perspective, defining literature as originally encompassing all written language(Hmlyn 1).

Literature and psychology have played an important role in illuminating the relationship between the individual body and mind. Psychology studies human emotions, thoughts, and perceptual processes. It also helps in character analysis in many contexts. Literature is a strategy for acquiring knowledge about human capabilities by using physical means. In literature, language is used as an expressive

medium so that people can talk about people, life and culture, personality, and mind set.

Psychology is a branch of science that is important to study. Psychology is the study of individual behavior and psychology. To analyze it, psychology usually makes observations and analyzes an individual or organism based on experience and through their five senses. In short, Psychology examines patterns of individual symptoms and psychology in social life and seeks to reveal how an individual or human being deals with their psychological symptoms and conditions. By studying Psychology, an individual will have broader knowledge about behavior, mental function, psychological conditions, feelings, personality, thoughts of a human being or individual, which will ultimately make him or her a more stable individual in dealing with various types of psychological conditions that arise. is on him. There are quite a number of topics that can be studied in Psychology, one of which is Inferiority and Compensation.

Inferiority and Compensation are one of the existing problem topics in the field of psychology. In psychology, inferiority is a condition or feeling of inadequacy that creates the belief that the individual feels incapable of carrying out activities in the family and social environment and feels that other people are superior in carrying out any activity so that this causes feelings of inferiority and inferiority capable of the individual.

According to Alfred Adler who is a psychologist, as well as the early founder of the school of individual psychology, he argues that the social environment has an impact on an individual or a person's psychology that is as

great as the individual's own thoughts. According to Alfred Adler inferiority feeling is a person's feeling of inferiority who claims that he has no value or feels that other people are more valuable, thus giving rise to comparisons with the subjectivity of others. Adler claims that individuals are born weak and occupy an inferior position in life (Adler 54). With the inferior feeling, they have a will to compensate for their incapability, so it becomes their orientation in their life. Actually, in terms of inferiority feelings, Adler argues these are just parts of the individual condition. Adler believed that individuals are responsible social beings. He believes that individuals are born with social awareness and only an effort or way of covering up weaknesses (compensation) makes them responsible to other humans in order to achieve prosperity or become a way to cover up their inferiority complex. . Compensation is a process by which individuals strive to overcome the limitations imposed by their physical, social, or psychological conditions. It involves a deliberate effort to develop or enhance abilities and to achieve goals that may compensate for feelings of inferiority or inadequacy." (Adler 35). Some compensate by becoming good at what we feel inferior about. More compensate by becoming good at something else, but otherwise retaining our sense of inferiority and some just never develop any self esteem at all (Boere:2006). Compensation is also a strategy in which an individual covers or protects weakness, frustration, feeling inadequate in a life in society.

The writer found a thesis which discussed the topic of Psychological Compensation but the subject chosen for the final assignment was different, namely (Nayla) from the novel by Djenar Maesa Ayu. However, this thesis only

focuses on forms of inferiority compensation in the character Nayla. This thesis is entitled "Bentuk-Bentuk Kompensasi Inferioritas tokoh Nayla dalam Novel Nayla Karya Djenar Maesa Ayu (Suatu Tinjauan Psikologi Sastra) " by Djenar Maesa Ayu (2009) . According to the writer, the topic of discussion examined in this thesis is good, but the writer did not find research that discusses how compensation protects against feelings of inferiority and the impact of psychological compensation on individuals. Because it turns out that psychological compensation has various impacts on each individual, the writer wants to reveal how an individual compensates for feelings of inferiority. By knowing how an individual compensates for feelings of inferiority , the writer hopes that people who read the results of this final project will understand & know the impact of a Compensation.

In this final project, the writer make Inferiority Compensation the main topic to be researched. The writer considers compensation interesting and important to discuss. The writer assumes that, according to the writer, feelings of inferiority can appear anytime and anywhere, but even though they are weak and dependent on others, an individual can use compensatory mechanisms to overcome their feelings of inferiority. Humans are constantly driven by the need to overcome feelings of inferiority and driven by the desire to be better. Effort as Compensation, This effort is determined by feelings of inferiority and the goal of achieving excellence. Compensation is actually created when an individual makes an effort to cover up his weaknesses through

various endeavors in life and compensation has a significant impact on changes in the nature of an individual.

The writer argues that compensation is a strategy or effort in which an individual covers and protects his weaknesses. Compensation can be said as a tendency to fight inferiority through various efforts. Individuals will feel they are not good, not smart, and several other negative feelings that cause individuals to feel uncomfortable when joining or involving themselves with their environment. Compensation is usually considered as an environmental defense mechanism.

The writer makes a film entitled *Megamind* (2010) as the object of this final project. There are two reasons why the writer wants to make this film the object of this final project. First, the writer wants to reveal how Megamind or the main character compensates for his feelings of inferiority. Second, the writer wants to reveal the impact that Megamind or the main character experiences after he compensates to cover up his feelings of inferiority.

Some of the reasons above are strong reasons that encourage the writer to choose the title "Inferiority Compensation and Its Impact in the Film *Megamind* (2010): Individual Psychology Analysis" for this final project because the writer assumes that feelings of inferiority are the main factor that causes the main character to compensate to cover it.

B. Problem Formulation

To analyze the film *Megamind* (2010) using Alfred Adler psychology theory, this final project formulates the statements of the problem as follows :

1. How does the main character compensate for his feeling of inferiority in the film *Megamind* (2010)?
2. How does compensation impact the main character in the film *Megamind* (2010)?

C. Limitation of the study

This research focuses on how the main character can cover up his weaknesses using compensation strategies and the impact of compensation on changes in the nature of the main character .

D. Objective of the study

Based on the problem formulation that has been formulated above, this study formulates several objectives as follows:

1. To analyze how the main character compensates through an attempt on his feelings of inferiority contained in the film *Megamind* (2010)
2. To analyze a compensation that impacts changes in the nature of the main character in the film *Megamind* (2010)

E. Significance of the study

As explained above, this final project is very useful for adding new insights and knowledge about how to compensate when an individual has feelings

of inferiority in his social life and the effects of compensation on changes in his attitude. This final project can be useful for those who want to write further about inferiority and its relationship with compensation, it is explained that by knowing the ways or strategies to compensate, an individual can carry out self-defense mechanisms in order to overcome feelings of inferiority. This final project also reveals that compensation can affect changes in a person's character in certain conditions.

F. Organization of the study

This final project is basically divided into five chapters. Each chapter in this final project addresses a different subject matter. In the first chapter, there is an introduction, which consists of Background of the Study, Problem Formulation, Limitation of the Study, Objectives of the Study, Significance of the Study, and Organization of the Study. Chapter two consists of a review of related literature, which consists of Research Problem Variables, some theories that are related to the study, and the hypothesis. Chapter three consists of research methods which consist of types of research, data organizing and analyzing the data. Data organizing provides data collection methods consisting of watching films, reading film scripts, identifying data, classifying the data, reducing the data, and finally analyzing the data. Chapter four consist of Finding and Discussion. Chapter five consist of Concluison and Suggestion.

CHAPTER II

REVIEWS OF RELATED LITERATURE

This chapter consists of related literature, there are two main parts to this chapter. The first part is the synopsis of *Megamind (2010) Movie*. The second part is a review of related literature which consists of several theories related to this final project.

A. Synopsis of *Megamind (2010) Movie*

The *Megamind* film is a comedy-animated production in 3D, created by DreamWorks Animation. The script for the movie was written by Alan Schoolcraft, Brent Simons and David Lindsay-Abaire. This movie narrate the story of Megamind, a supervillain who is always compared to a superhero named Metroman, Megamind always feels that what he does always loses when compared to Metroman, but in the end Megamind is able to beat Metroman with various efforts to get recognition from the public. Megamind, driven by his ennuui, brings forth a fresh hero; however, he is compelled to intervene and protect Metro City when his "creation" transforms into a more nefarious antagonist than himself.

This movie begins with a scene where a blue space baby or Megamind is shown who is placed on a plane by his parents so that the baby can survive when they get into an accident, which turns out to be a disaster because the planet where they live is sucked in by an outer black hole. space and then parents send their children to other planets. The plane that the blue baby was traveling on landed in a prison, but on the other hand there was a baby who fell at the same time from

another plane, he was named Metroman or Mr. Goodie. Unlike Megamind, who landed in a prison surrounded by convicts, Metroman ended up in a luxurious human house, where Metroman has a handsome face even though he is still a baby and has super powers. Little Megamind grew up surrounded by convicts and criminals, the convicts taught Megamind that doing evil is a good thing. Megamind is gifted by fate with intelligent abilities where he can create scientific tools with his intelligence but he is not perfect when he creates them. Sometimes there is a bit of chaos and destruction from his actions can fly and has good physical abilities. The warden in the prison saw Megamind's abilities because he had extraordinary intelligence compared to children his age. He gave Megamind a policy to send him to school so that Megamind would be better. Megamind was sent to a school not far from the prison, where Megamind met Metroman again and there was competition between them.

The competition started when Metroman received warm affection from his friends because he could heat popcorn with the power of his ex-ball as if he didn't want to lose Megamind made a pop corn maker but when he was about to present his creation the megamind tool caught fire instantly making noise in class but Metroman was there who put out the fire as a result of this megamind was sent to the corner of the classroom to regret his actions. Megamind seems to feel that he is being treated differently from his friends because he has a different skin color and always makes a mess. This is what makes Megamind feel a sense of self, he thinks that the world is only against his existence. Megamind suspects that no matter how

much he tries to get the love and attention of his friends, he is always seen as a strange person and is always made a scapegoat by his friends.

Megamind is considered a bad boy by his friends, Megamind thinks that being a bad boy is the best thing for him. This creates an effort from Megamind where he thinks that he will try to become a supervillain in order to beat Metroman. Long story short, the competition between Megamind and Metroman began. Metroman was nicknamed the protector of Metro city by the surrounding community. In that battle, Megamind always lost, but this did not extinguish Megamind's enthusiasm to continue trying to create super tools and strategize with his men to defeat Metroman. Long story short, Megamind managed to defeat Metroman with his various efforts, both from his super tools and intelligence, then Megamind took control of Metro city without any further interference from Metroman. Megamind does whatever he wants as if he is proving that he is the ruler of Metro City, but this is where Megamind's boredom arises because he no longer has enemies that are his match and he has lost his direction in life. Because Megamind considered himself to have great intelligence, finally with high self-confidence, Megamind created a serum or potion to create a strong artificial superhero named Titan, but Megamind did not know his weaknesses and could not defeat him because he was too arrogant and self-confident. excess . Long story short, Megamind's hero serum hit Hal Stewart, a news reporter, then Hal turned into a superhero. Megamind disguised himself as a god who trained Hal Stewart to become a true hero, but Hal Stewart instead used his powers to commit crimes like a criminal. This made Megamind angry, then the fight between them began.

Megamind seemed to be hit by a ladder because of his own actions because Megamind could not beat the Titan. Finally Megamind was able to defeat the Titan again thanks to his efforts and intelligence, maybe compared to Metroman and Titan Megamind did not have physical abilities like them but with his efforts and intelligence Megamind could keep up with them and even beat them.

This film received quite good reviews, as reported by the Rotten Tomatoes website, out of 182 reviewers, 72% of people liked this film. On the IMDb website, out of 270 reviews this film has a rating of 7/10.

Based on some of the data above, which shows that the Megamind movie received a positive rating from the audience, the proposal writing felt challenged to make this film as the object of analysis for the proposal writing.

B. Related Literature

B.1 Individual Theory by Alfred Adler

Individual psychology is a psychological theory developed by Alfred Adler. According to Adler, all individuals have an innate desire to achieve a sense of mastery and competence in their lives, which they pursue through various means, such as career success, interpersonal relationships, or creative expression (Schultz 111) This striving for superiority is seen as a healthy and adaptive aspect of human nature, but can become problematic when individuals feel overwhelmed by their perceived inferiority. His theory emphasizes the uniqueness of each individual and their subjective experience, as well as the importance of social context and community. According to Adler, humans are motivated by a drive for superiority

or self-improvement. This drive is rooted in feelings of inferiority that we all experience, and which we seek to overcome through our efforts to excel and contribute to society.

Alfred Adler's theory focuses on individual character because it is social environment. Adler argue, the objective of individual psychology is to comprehensively comprehend an individual's life, considering every response, behavior, and motivation as reflections of their overall attitude towards life. Individual psychology encompasses six fundamental personality concepts that shed light on the motivations and influences behind individuals' actions and choices (Adler 1).

B.1.2 Inferiority Feeling

According to Alfred Adler Inferiority feeling is a person's feeling of inferiority who claims that he has no value or feels that other people are more valuable, thus giving rise to comparisons with the subjectivity of others. Adler claims that individuals are born and occupy an inferior position in life (Adler 54). With the inferior feeling, they have a will to compensate for their incapability, so it becomes their orientation in their life. Actually, in terms of inferiority feelings, Adler argues these are just parts of the individual condition.

According to Adler in (Alwisol 64) individuals start life with physical weakness and activate feelings of inferiority, feelings that move people to strive for superiority or success. So feeling inferior is a feeling of inferiority, not able and unsure in face of new situations in life.

Alfred Adler stated that there are factors that cause a person to feel inferior, as in the first book, namely the Duane P. Schultz's Theory of Personalities, such as low self-esteem (Schultz 109)

a. Low self-esteem:

The first is Individuals with low self-esteem may struggle with inferior feelings & inadequacy. Individuals may experience uncertainty about their abilities, engage in unfavorable self-comparisons, and hold the belief that they are failing at adequacy. Many factors contribute to our self-esteem, such as our perceptions of personal accomplishments and physical appearance, and our satisfaction with interpersonal relationships (Tafarodi 95). An individual who feels inferior in every way always tries to compensate for his feelings of inferiority, which he feels as a kind of organic weakness, by emphasizing the superiority of other organic functions (Adler 20). In the book "Understanding life An Introduction to the Psychology 1927" Alferd Adler argued that, inferiority feeling is the feeling that we do not fulfill our ideal selves, that we do not fulfill our unique purpose, and that we do not contribute to society in a meaningful way. which leads to lowered self-esteem. (Adler 153).

The second factor in the book "Understanding Human Nature" by Adler discusses inferiority and compensation in individual psychology. Adler stated that inferiority could result from childhood experiences. (Adler 7).

b. Childhood experiences:

Negative experiences in childhood, such as abuse, neglect, or bullying, can lead to feelings of inferiority that persist into adulthood. According to Adler,

childhood experiences can provide impact on important role in shaping an individual personality and influencing the way a person sees himself and the world. Adler also argued that traumatic or unsupportive childhood experiences, such as experiences of failure or unfair treatment, can lead to feelings of inferiority that persist into adulthood (Sydney 130). Hurlock also stated that traumatic or negative childhood experiences can affect the development of a child's personality in adulthood. Children who feel low self-esteem or have low self-esteem in childhood tend to have low self-esteem and are unable to face challenges in adulthood (Hurlock 8). In late childhood and adolescence, Adler argued that children experience an identity crisis. Children search for meaning and purpose in their lives, and try to understand who they really are. If children feel unable to achieve their goals or understand the meaning of their lives, they may experience deeper feelings of inferiority (Adler 7)

B.1.3 Inferiority Compensation

In the beginning, every individual must have feelings of inferiority or inferiority feeling. Inferiority is a feeling in which a person considers himself often feels unable to carry out an activity both in the family and in society, this causes a feeling of inferiority compared to other people. This feeling can arise from the results of his imagination or the result of real events. Alfred Adler argues, feelings of inferiority can be caused by psychological conditions and social conditions in a society (Adler 17). According to Feist, some individuals achieve superiority by prioritizing their own goals, the goals of a superior person are usually motivated by

feelings of inferiority. A clear example of someone who is superior is stealing, looking down on other people, cheating and so on to seek personal gain (Feist 78).

According to Lazarsfeld there are consequences that can occur in seeking child compensation. First, if children receive attention, with hard work they can accept challenges and they will learn how to overcome them and they will develop "normally" and develop "the courage to be imperfect"(Lazarsfeld 163). Compensation is a means for someone to cover up feelings of inferiority in achieving superiority or success (Feist 77). Compensation is the usual way in which an individual strives to overcome difficulties. For instance, when someone fractures their arm, they adapt by learning to perform tasks while wearing a cast, or if someone experiences vision loss, they adapt by using a cane or working with a guide dog (Mosak 9).

In his book "Understanding Life" edited by Colin Brett, Adler recounts the story of an individual who felt hopeless and contemplated suicide. However, he recognized an inner force within himself that resisted these suicidal inclinations. His success in this internal struggle led to a compensatory sense of superiority. From an objective standpoint, it becomes evident that his pursuit of superiority is influenced by his own weaknesses, as is often the case with individuals who feel inferior in one way or another. Nonetheless, what holds significance is his personal battle, his endeavor for dominance, his fight to survive and conquer, surpassing his feelings of inferiority and desire to die, even though the latter is expressed consciously while the former resides within his subconscious (Adler 18).

According to Schultz, to compensate for feelings of inferiority there are four ways, firstly effort, secondly increasing ability, thirdly superiority and fourthly creative power (Schultz 110).

a. Effort and Hard Work

Adler said an individual must decide to work hard to overcome his feelings of inferiority and to compensate for his physical limitations (Schultz 111). Adler argued that feelings are strategies used by individuals to overcome their inferiority or inadequacy. Adler said an individual must decide to work hard to overcome his feelings of inferiority and to compensate for his physical limitations (Schultz 113)

b. Increasing Abilities

Alfred Adler suggests that individuals have the ability to compensate for organic issues by developing specific skills or even adopting particular personality styles. Numerous examples exist where individuals have triumphed over significant physical challenges to achieve accomplishments that even those with greater physical abilities wouldn't envision (Boeree 5).

c. Creative Power

Duane Schultz argues that the creative power can cover the inferiority to create ourselves from the materials provided by our heredity and environment (Schultz 115). Schultz recognized the significance of creativity in the individual experience and its potential for personal growth and fulfillment. He believed that individuals have the capacity to use their creativity as a valuable resource for overcoming feelings of inferiority and finding a sense of purpose and meaning in life. Throughout our existence, we are motivated by the desire to conquer feelings

of inferiority and continue to pursue higher levels of personal growth and creativity (Schultz 115).

d. Superiority

A superiority complex arises when an individual excessively compensates for their inherent feelings of inferiority. Regardless of the origin of this complex, the individual may strive to overcompensate and develop what Adler referred to as a superiority complex. This entails an inflated belief in one's own abilities and achievements. Individuals with a superiority complex may experience internal self-satisfaction and a sense of superiority without needing to demonstrate their superiority through actual accomplishments. Alternatively, they may feel compelled to prove their superiority and work diligently to attain great success. In both scenarios, individuals with a superiority complex tend to exhibit traits such as bragging, vanity, self-centeredness, and a tendency to belittle others (Schlutz 113). An individual compensates for inferiority by making himself superior because an individual is motivated to achieve his goals in life (Feist 78).

. When feelings of superiority push it too strongly, an individual will think that he has power and control when he is in a society or environment dan the individual will struggle with overcompensation until compensation is no longer satisfactory (Heinz 29). Overcompensation can be a reason for the development of an inferiority complex. As Adler said "Individuals will always struggle to find circumstances where the individual has advantages or superiority“ (Adler 74). This drive is caused when individuals experience feelings of extraordinary inferiority. A poor individual works 80 hours a week so that he becomes a rich man and the

individual works continuously to become a billionaire. In this case, the inferiority strategy becomes more complex, and overcompensation becomes complex (Corsini & Manaster 2).

Overcompensation has an outcome that depends on several conditions. Disability, neurosis, psychological disease may appear in these events, overcompensation of visual impairment for example plays an extraordinary role. The drive to see has developed and uncertainty arises from overcompensation in the form of hallucinations (Adler 28). Sometimes a compensation does not go according to what the individual wants. Adler discusses how overcompensation can lead to neurosis and maladaptive behaviors. He argues that when individuals overcompensate for their feelings of inferiority, they may become overly aggressive or dominant in order to prove their worth to themselves and others (Adler 16)

An individual gives off feelings of exaggeration and so on by having a superiority complex, such a person may feel complacent and excel in those exaggerated characteristics of a superiority complex characterized by arrogance and a tendency to limit others or aggression (Schultz 115).

B.2 Impact of Compensation

Alfred Adler developed mechanisms of compensation to show that individuals have a natural urge to compensate for their weaknesses and deficiencies. This can have some impacts on individual conditions.

Feelings of inferiority make the basis of an individual to compensate for these feelings and have an impact on individuals in compensating for them (Schultz 111).

a. Creativity :

During the course of our lives, we are motivated by the desire to transcend feelings of inferiority and pursue higher levels of creativity and personal growth (Schultz 111). Initially, the compensatory goal was driven by a desire for power, with aggression being seen as a predominantly masculine trait. However, Adler later discarded the notion of associating inferiority feelings solely with femininity and adopted a more inclusive perspective in which the pursuit of superiority or perfection became the focal point (Schultz 113). According to Alfred, Adler individual can psychologically co-examples of people who overcame great physical opportunities to become what those who are better endowed physically wouldn't even dream of (Boeree 5).

b. Motivation & Striving

Compensation can provide a strong sense of motivation, as the individual strives to achieve success in the area in which they feel most confident. Inferiority feelings are the source of motivation and striving, Adler believed that our pursuit in life extends beyond mere existence, but his perspective on the ultimate purpose of life evolved over time according to (Schultz 115). Adler's understanding of individual motivation revolved around expectations and aspirations for the future. He argued against instincts and primal impulses as adequate explanations and asserted that personality and behavior could only be comprehended through the ultimate goal of achieving superiority or perfection (Schultz 113). Allport, on the other hand, considered the concept of motivation as the central challenge in any personality theory. Allport emphasized the significance of a person's current

circumstances, not just in his theory of personality, but also in his understanding of motivation. He believed that the individual's present state held importance, rather than events from the past such as toilet training, schooling, or childhood crises. Allport regarded the past as something that has already occurred and should not heavily influence one's current situation (Schultz 198). Adler he described the characteristic feature of an inferiority complex as individuals constantly seeking situations where they can excel (Adler 74).

c. Self-esteem:

Compensation can boost self-esteem, as the individual experiences success in the area in which they feel most capable. Self-esteem is the feeling of personal worth, value and significance that one attaches to oneself. It is an emotional appraisal of one's overall competence, and it is shaped by one's goals, achievements, and perceived place in society (Adler 182). Meanwhile, when an individual succeeds in compensating for feelings of inferiority to become superior, the individual becomes overconfident. According to Vaidya Overconfidence refers to the tendency of people to have excessive confidence in their abilities, knowledge, and ideas. It is an example of a cognitive bias affecting the success in the life of people (Vaidya 20).

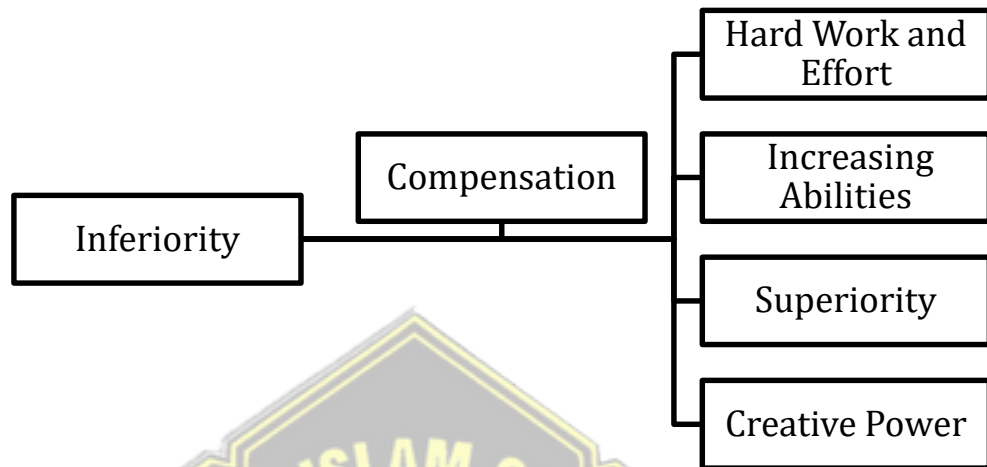
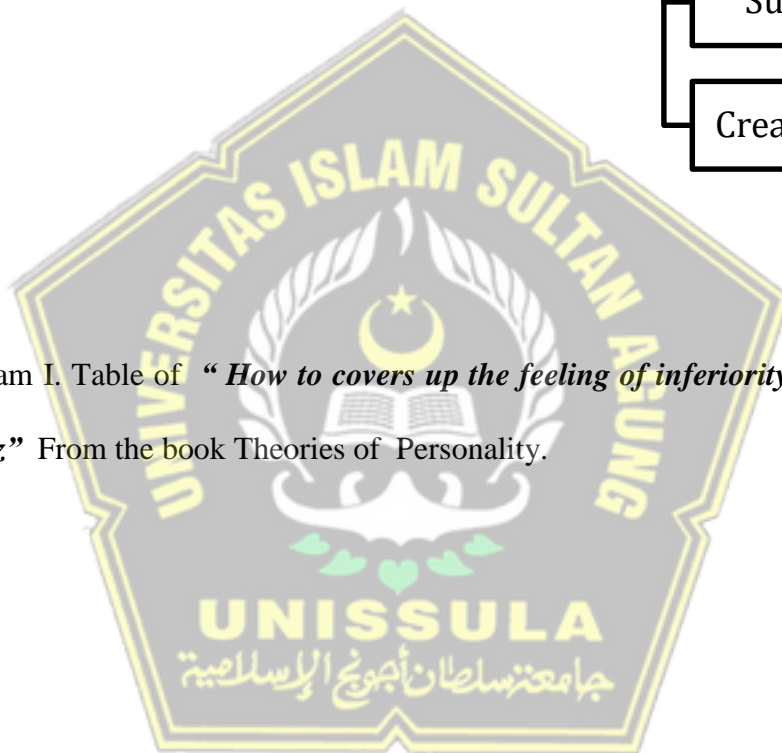


Diagram I. Table of “*How to covers up the feeling of inferiority according to Schultz*” From the book Theories of Personality.



CHAPTER III

RESEARCH METHODOLOGY

This chapter explained the research methodology which consists of some points. Those points are types of the research, data organizing, and the technique of analyzing the data. Those points have already elaborated on to complete the discussion of the study.

A. Types of Research

The type of research used in this final project is qualitative research. Qualitative research involves the used of methods to collect data in the form of words as the basis for analysis. The main goal of qualitative research is to understand various aspects of social life. The Primary objective of qualitative research was to comprehend diverse aspects of social life. According to Bricki qualitative research was characterized by its goal of understanding various aspect life and its method typically involved generating words instead of numbers as data for analysis (Bricki 7). Miles noted that qualitative data usually manifested in the form of words rather than numerical words, sentences, utterances and dialouges (Miles 45). It was inferred that qualitative data emphasized the expression and description of maeaning derived from existing data. In simpler terms , qualiative methods constituted research approach that descriptive data in the form of written or spoken words based on observed behavior.

In qualitative research, the writer has an important role as the main tool who have a strong theoretical understanding to analyzed and understand the research

subject in a clearer and more detailed manner. Therefore, in this final project, the writer applied a psychological approach that focused on the topic of inferiority compensation, namely how does main character compensate for feeling inferiority and the impact of compensation influenced main character by the main character in film *Megamind* (2010) used inferiority compensation by Alferd Adler. This method is used because this final project aimed to explained the issues related to the discussed topic, in order to uncover hidden meanings and develop theories to ensure the accuracy of the data present in this film.

B. Data Organizing

B.1 Data Collecting Method

The initial and essential stage in research is the data collection process, as the primary objective of research is to acquire data (Sugiyono 62). In the data collection method, there is a process of gathering data from various sources that will be analyzed using information from the theory learned in the previous chapter. In this final project, there are several fundamental steps used to collect data. Here are the steps:

B.1.1 Watching the movie and reading the movie script

The initial stage undertaken by the writer is to watch the movie and read the movie script of the research subject in this final project. The movie entitled *Megamind* (2010) is analyzed in-depth by watching the film a total of 5 times. In the first viewing, the writer aimed to understand the overall storyline of the movie. Then, on the second and third viewings, the writer aimed to comprehend the film's content and identify elements relevant to the research focusing on a specific issue,

particularly regarding how the main character compensates for his feelings of inferiority and the impact of compensation on the main character.. Afterward, on the fourth and fifth viewings, the writer re-watches the film to ensure that all relevant information and data have been gathered to address the issues expressed in the research problem. Additionally, the writer also reads the film script multiple times. The purpose of this process is to identify scenes that can be selected for analyzed and compare them with the storyline of the film.

B.1.2 Identifying the data

After several viewings of the film and conducting detailed scrutiny of the script, the next stage is to identify specific information extracted from the film *Megamind (2010)*. The purpose of this stage is to gather important data relevant to the research topic, including dialogues, prologues, monologues, and related sentences. Furthermore, the writer carefully notes down the exact minutes and seconds from the film, as well as the page numbers in the film script, to facilitate the identification of data and provide further explanation for researchers in identifying relevant evidence.

Appendix 1. Table of overall data complement the data.

NO	Quote	Type	Form of Mechanisme	Time	Reference	Comment

B.1.3 Classifying the data

The next step involved grouping the information based on the corresponding problem formulation. Each identified piece of information will be categorized in a table called an appendix. The purpose of this step is to facilitate data analyzed by the researcher once all the data has been collected. The appendix consists of several sections, such as time, film excerpts, references, and finally, a critique to complement the data.

B.1.4 Reducing the data

The final step involves data reduction. In this last process, all the identified data will be condensed into a smaller scale as the importance of the data needs to be determined, particularly substantial evidence that can assist the researcher in addressing the questions related to the formulation of the problem.

B.2 Types of the Data

This final project utilizes two different categories of data, namely primary data and secondary data. Primary data is the main source that consists of information directly related to the research subject, which is the film *Megamind* (2010). This film was written by David Lindsay-Abaire and directed by Tom McGrath. This film was released in America on November 5, 2010. According to Sunyoto “Primary data is strong data that is obtained by the researcher himself which is later used to answer the problem formulation that has been formulated, while secondary data is data originating from pre-existing records from various sources (Sunyoto 3)”. Primary data included various types of data found in the film script, such as dialogues, songs, narration, sentences, and descriptions. On the other hand, secondary data is used to complement the primary data. Secondary data can

be obtained from various sources such as textbooks, digital books, journals, e-journals, and relevant websites pertaining to this research. The use of secondary data also facilitates researchers in finding information about the subject or theories related to the research.

C. Analyzing the Data

This chapter focused on data analysis. Qualitative methods will be used to carry out the analysis, which is the last step of this research. Descriptive techniques including explanations, statements, and quotations will be used. The purpose of this section is to analyze object data taken from script film, and as evidenced by secondary data collected from journals, e-journals, books, e-books, theses, articles, and others regarding inferiority compensation by Alferd Adler, more specifically about inferiority compensation and impact of compensation. In analyzing the data, quotations and statements from references about Inferiority , especially inferiority compensation and impact compensation were used which were supplemented by evidence from film scripts. The full analysis is reported in chapter IV as a result of the study. Complete data is shown in the appendix.

CHAPTER IV

FINDINGS AND DISCUSSION

In this chapter, the writer analyzes and discusses the inferiority compensation and its impact in the *Megamind* film to answer the question of the problem formulation mentioned in chapter one. The chapter is divided into two parts. The first part is about how the main character compensates for his feeling of inferiority in the *Megamind* film. The second part discusses the compensation influence of the main character in the *Megamind* film.

A. The Compensation to cover feelings of inferiority by main character in the *Megamind* (2010)

In this part, the theory of individual psychology by Alferd Adler is used by the writer to analyze compensation for the main character in the *Megamind* film. Moreover, the writer found that the compensation influences the main character. The *Megamind* (2010) film shows two important findings. First, inferiority can be covered or compensated for by working hard, thinking creatively, becoming superior, and increasing abilities. Second, this compensation also has an impact on the main character's traits in the *Megamind* (2010) film such as being creative individual, being motivated and striving, and being selfesteem.

A.1 Being Superior to compensate for feeling Inferiority

The first is superiority to compensate for feeling inferiority. Adler said by being superior, individual can compensate for their feelings of inferiority. A superiority arises when an individual excessively compensates for their inherent

feelings of inferiority (Schultz 133). An individual compensates for inferiority by making himself superior because an individual is motivated to achieve his goals in life or it can make individuals compensate for their feelings of inferiority (Feist 78). Adler said "Individuals will always struggle to find circumstances where the individual has advantages or superiority" (Adler 74), Adler argues that when individuals overcompensate for their feelings of inferiority, and they become overly aggressive or dominant in order to prove their worth to themselves and others (Adler 16). In the film *Megamind* (2010) there is a quote which indicates that main character compensates for feelings of inferiority with the form of mechanisms to become superior.

Megamind :

Some days, it felt like it was just me and Minion against the world. **No matter how hard I tried, I was always the odd man out, the last one picked, the screw-up, the black sheep...**

People at school :

-Get him! - ...the bad boy.- Freak! -Weirdo!

Megamind :

Was this my destiny? Wait, maybe it was. **Being bad is the one thing I'm good at. Then it hit me: If I was the bad boy, then I was going to be the baddest boy of them all. I was destined to be a super-villain, and we were destined to be rivals.**

[Datum 1]

The quote above explains that Megamind had an unpleasant childhood experience when he was still at school, Megamind was always considered a naughty and strange child by other children, Megamind was also always compared to other characters, this made Megamind feel inferior and considered fate doesn't taking his side, Megamind compensates for his feelings of inferiority by becoming superior. "Being bad is the one thing I'm good at. Then it hit me: If I was the bad boy, then I was going to be the baddest boy of them all. I was destined to be a super-villain, and we were destined to be rivals". By becoming superior, Megamind begins to compensate himself for being a super-villain or being a bad boy so that he can overcome his feelings of inferiority. There is also evidence of superiority in another Megamind in the next scene.

Megamind:

No! I'm the villain! You're the good guy! I do something bad, and you come and get me. That's why I created you!

Hal:

Yeah, right! You're nuts! Space dad told me

Megamind:

Look, I'm your space dad! (he transforms from Space Dad)

Space Dad:

You should be more like Metro Man.

Hal:

Ah! You tricked me?

Megamind:

Oh, don't like that, huh? Well, there's more.

[Datum 2]

From the quote above, it is explained that the compensation makes Megamind become superior. According to Adler, when individuals overcompensate for their feelings of inferiority, he will become overly aggressive, The aim referred to here is that Megamind exploited and deceived or tricked Hal for his own purposes and then made Hal a hero and Megamind became a villain. This scene confirms that the compensation for being superior to what Megamind did previously influenced Megamind's character to become aggressive. Megamind is a superior character with an arrogant personality and feels he can control other people.

A.2 Increasing abilities to compensate feeling inferiority

The second, an individual can improve his abilities and become a person who thinks creatively in overcoming the problem of inferiority or compensating for it. Alfred Adler recognized the significance of creativity in the individual experience and its potential for personal growth and fulfillment. He believed that individuals have the capacity to use their creativity as a valuable resource for overcoming feelings of inferiority and finding a sense of purpose and meaning in life. Throughout our existence, we are motivated by the desire to conquer feelings of inferiority and continue to pursue higher levels of personal growth and creativity (Schultz 115). As in the following quote, Megamind shows that he has improved

his abilities and become a person who thinks creatively in the field of expertise that he masters.

Megamind :

A place that taught me the differences between right...
and wrong. Mr. Goody Two-Shoes, on the other hand, had life handed to him on a silver platter. Our baby can fly. Yes, yes, nothing but the best for you, darling. The power of flight, invulnerability, and great hair.

But I had something far, far greater. My amazing intellect and knack for building objects of mayhem.

[Datum 3]

The quote above explains that Megamind emphasizes that he compensates for feelings of inferiority by pursuing high-level and creative abilities. As a child, Megamind lived in a prison with a criminal environment, while Metroman lived in luxury. The author argues that the film Megamind reflects Alfred Adler's recognition of the importance of creativity in individual experience and its potential for personal growth and satisfaction through the characters Megamind and Metroman. Megamind shows that he has enhanced his “incredible intelligence and talent in building objects” and has become a creative thinker in his area of expertise. Megamind is able to compensate for his inferiority complex with his intelligence in building objects to defeat Metroman who rivals his extraordinary physical strength

A.3 Hard Work and Effort to compensate for feeling Inferiority

The third is that an individual can work hard to compensate for feelings of inferiority. According to Duane P. Schultz in the book "Theories of Personality in the 11th edition", Adler said an individual must decide to work hard to overcome his feelings of inferiority and to compensate for his physical limitations (Schultz 17). Adler said an individual must decide to work hard to overcome his feelings of inferiority and to compensate for his physical limitations (Schultz 111). There are consequences that can occur in seeking child compensation. First, if children receive attention, with hard work they can accept challenges and they will learn how to overcome them and they will develop "normally" and develop "the courage to be imperfect". (Lazarsfeld 165). Compensation can provide a strong sense of motivation, as the individual strives to achieve success in the area in which they feel most confident. Inferiority feelings are the source of motivation and striving, Adler believed that our pursuit in life extends beyond mere existence, but his perspective on the ultimate purpose of life evolved over time according to (Schultz 111). In the film *Megamind* (2010) there is a quote which indicates that Megamind always works hard to overcome his feelings of inferiority.

Megamind :

The die had been cast, and so began an enduring, epic, lifelong career. And I loved it. Our battles quickly got more elaborate. He would win some, I would almost win others!.

He took the name Metro Man, defender of Metro City . I decided to pick something a little more humble; Megamind, incredibly handsome criminal genius and master of all villainy!

[Datum 4]

The quote above explains that Megamind compensates for his feelings of inferiority by working hard to compete or fight with Metroman even though he almost won, but Megamind is enjoying the hard work he has done so far. As explained in Adler's theory that an individual must decide to work hard to overcome his feelings of inferiority and to compensate for his physical limitations, Megamind works hard to surpass everything even though he is physically inferior, but he has great knowledge, this is what makes him Megamind consciously compensates for his feelings of inferiority towards Metroman. There is also evidence of hard work and effort in another Megamind in the next scene.

Megamind : جامعنا سلطان أبجوج الإسلامية

Funny, I guess destiny is not the path given to us...

...but the path we choose for ourselves. Alright, put your hands in the air.

Now hand over your wallets. I'm just kidding! Just kidding! I have to admit,

Being good has its perks.

Mayor:

Megamind, if you ple-(screams) **Ladies and gentlemen, Megamind!**

Defender of Metro City!

[Datum 5]

The quote above explains that Megamind actually experienced a sense of inferiority when he thought that back when he was little, Megamind says that “Funny, I guess destiny is not the path given to us, but the path we choose for ourselves’’. But it's wrong that destiny was not on his side. It was a mistake, Megamind managed to compensate for his feelings by working hard and growing so he can choose his own destiny and now he is getting attention from the public because he is now a hero. There is also evidence of hard work and effort in another Megamind in the next scene.

Hal:

You're so pathetic.

No matter what side you're on, you're always the loser.

Megamind:

There's a benefit to losing.

You get to learn from your mistakes

[Datum 6]

The quote above explains that Megamind compensates for his inferiority by working hard. Hal thinks that Megamind is always a loser. Megamind says “There's a benefit to losing. You get to learn from your mistakes” in this case that defeat also has a benefit, namely to correct mistakes, repeated because Megamind

learned from the mistakes he made in the past. Adler believed that our pursuit in life extends beyond mere existence, but his perspective on the ultimate purpose of life evolved over time. Adler believed that our pursuit in life is more than mere existence, but his perspective on life's ultimate purpose evolved over time. So as time goes by, Megamind continues to develop in fighting to overcome his feelings of inferiority. Megamind also says that when he experiences defeat, there is something useful that Megamind will learn again.

A.4 Creative Power to compensate for feeling Inferiority

The Fourth is, an individual can improve his creativity and become a person who thinks creatively in overcoming the problem of inferiority or compensating for it. Duane Schultz argues that the creative power can cover the inferiority to create ourselves from the materials provided by our heredity and environment (Schultz 115).

Megamind :

A place that taught me the differences between right...

...and wrong. Mr. Goody Two-Shoes, on the other hand, had life handed to him on a silver platter. Our baby can fly.

Yes, yes, nothing but the best for you, darling. The power of flight, invulnerability, and great hair.

But I had something far, far greater. My amazing intellect and knack for building objects of mayhem.

[Datum 7]

The quote above explains that Megamind compensates for his inferiority by Creative power. As explained by Schultz, Megamind creates creative powers in himself which have been gifted by nature, namely that he is a genius in creating tools or objects, this is what allows him to compensate for his feelings of inferiority.

The writer explains when someone experiences feelings of inferiority, this can be overcome with a compensation mechanism that was put forward by Alfred Adler. Adler explains that by working hard, being superior increasing abilities and creative power the individual can overcome these feelings of inferiority and of course that individual can develop.

B. The Impact of compensation towards the main character in the film *Megamind* (2010)

In this part, the theory of individual psychology by Alfred Adler is used by the writer to analyze the impact of compensation for the main character in the *Megamind* film. Moreover, the writer found that the compensation influences the main character. The *Megamind* film shows that this compensation also has an impact on the main character's traits in the *Megamind* film such as being creative individual, being motivated and striving, and self-esteem.

B.1 Being Creative Individual

The first impact when someone compensates for their feelings of inferiority is being creative. An individual who succeeds in compensating for feelings of inferiority can improve his abilities and become a person who thinks creatively in overcoming the problem of inferiority or compensating. Schultz argues that the

creative power of the self refers to our ability to create ourselves from the materials provided by our heredity and environment (Schultz 17). Being creative according to Adler is when an individual takes control of their life for their ultimate goal and determines their method of struggle and being creative produces an individual who is free with their creativity (Feist 85). During the course of our lives, we are motivated by the desire to transcend feelings of inferiority and pursue higher levels of creativity and personal growth (Schultz 17). As in the following quote, Megamind shows that Megamind is creative and finds new creations from his discoveries.

Megamind:

Aaaah! Oh! I'm too close! I'm genuinely scared right now! Oh! I hope no one's seeing this! Aah!

Cut to the evil lair with Minion, who is holding coffee and donuts.

Minion:

Create a hero? Wait, wait...what? Why would you do that?

Megamind:

So I have someone to fight! Minion, I'm a villain without a hero. A yin with no yang. A bullfighter with no bull to fight. In other words, I have no purpose! Now, ask me how I'm going to do it. Go on! Ask!

Minion: (sigh) How are you gonna do it?

Megamind:

Hahaha! I'm going to give someone, I don't know who yet, Metro Man's powers. I'm going to train someone to become Metrocity's new hero.

Over here, follow me.

[**Datum 8**]

From the quote above, it is explained that the impact of an individual or Megamind when he becomes a creative individual. According to Adler is when an individual takes control of their life for their ultimate goal and determines their own method of struggle. Megamind becomes a free individual when he creates something because Adler explains that being creative is a method of struggle against feelings of inferiority, as in the quote “Minion: Create a hero? Wait, wait...what? Why would you do that? Megamind: So I have someone to fight! Minion, I’m a villain without a hero” Megamind feels that he has become powerful over himself, so Megamind tries to create a “Hero” for his own benefit and ultimate goals. This scene confirms that the impact of compensation influences Megamind’s character to become someone who has high creativity. There is also evidence of Megamind’s other Being creative or creative power in the next scene.

Roxanne Ritchie:

(groans) What do you want?

Megamind:

Tighten turned evil.

Roxanne Ritchie:

Congratulations, another one of your genius plans has backfired on you. And why did my doorman let you up?

[Datum 9]

From the quote above, it is explained that the impact of compensation makes Megamind become a creative individual. As explained by Adler, being creative means holding full power over oneself, being an individual who is free to create anything and creative power is also a method to achieve the final goal in compensating for feelings of inferiority, as explained in the quote that the results of Megamind's creations are not always successful and in accordance with its goals "Congratulations, another one of your genius plans has backfired on you" Megamind feels that he has achieved his final goal and feels that his creation was his goal all along, but Roxanne explains that one of Megamind's genius plans actually backfired on him. This scene confirms that Compensation influences Megamind's character to become someone who has high creativity. One of Megamind's plans or creations has caused a tantrum as Roxanne said, here it is explained that the impact of Megamind's inferiority compensation makes Megamind become a creative person.

B.2 Motivation and Striving

The second impact when someone compensates for their feelings of inferiority is individual become motivated and striving. According to Adler, compensation can provide a strong sense of motivation, as the individual strives to achieve success in the area in which they feel most confident. Inferiority feelings are the source of motivation and striving, Adler believed that our pursuit in life extends beyond mere existence, but his perspective on the ultimate purpose of life evolved over time. (Schultz 113), People strive for inferiority and achieve success as a means

of compensation for feelings of inferiority or weakness (Feist 77). It is explained in the following scene and quote that the impact of compensation makes Megamind motivated to compensate for his feelings of inferiority and tries to struggle to overcome his feelings of inferiority.

Hal:

You're so pathetic. No matter what side you're on, you're always the loser.

Megamind:

There's a benefit to losing. You get to learn from your mistakes.

[Datum 10]

From the quote above, it is explained that the impact of compensation makes Megamind become motivated and striving. According to Adler, compensation can provide a strong sense of motivation, as the individual strives to achieve success in the area in which they feel most confident. Like the following scene when Hal says that "Hal:You're so pathetic. No matter what side you're on, you're always the loser." Then answered by Megamind, "Megamind: There's a benefit to losing. You get to learn from your mistakes" . This scene confirms that Compensation influences Megamind's character to become a person who is full of motivation and striving. Hal considers that Megamind is always a loser. Megamind says that defeat also has a benefit, namely to correct mistakes. This scene confirms that Megamind is motivated to always strive.

B.3 Being Self Esteem

The next impact when someone compensates for their feelings of inferiority is individual become self-esteem. Compensation can boost self-esteem, as the individual experiences success in the area in which they feel most capable. Self-esteem is the feeling of personal worth, value and significance that one attaches to oneself. It is an emotional appraisal of one's overall competence, and it is shaped by one's goals, achievements, and perceived place in society." (Adler 182)

Meanwhile, when an individual succeeds in compensating for feelings of inferiority to become superior, the individual becomes overconfident. According to Vaidya Overconfidence refers to the tendency of people to have excessive confidence in their abilities, knowledge, and ideas. It is an example of a cognitive bias affecting the success in the life of people (Vaidya 20). As in the following quote, Megamind shows that he became self-esteem person because of the impact of him compensating for his feelings of inferiority .

Megamind:

Oooh! I've never had a view before. Metrocity, Minion. It's all mine. If my parents could see me now...

Minion:

Sir, I am sure they're smiling down from evil heaven.

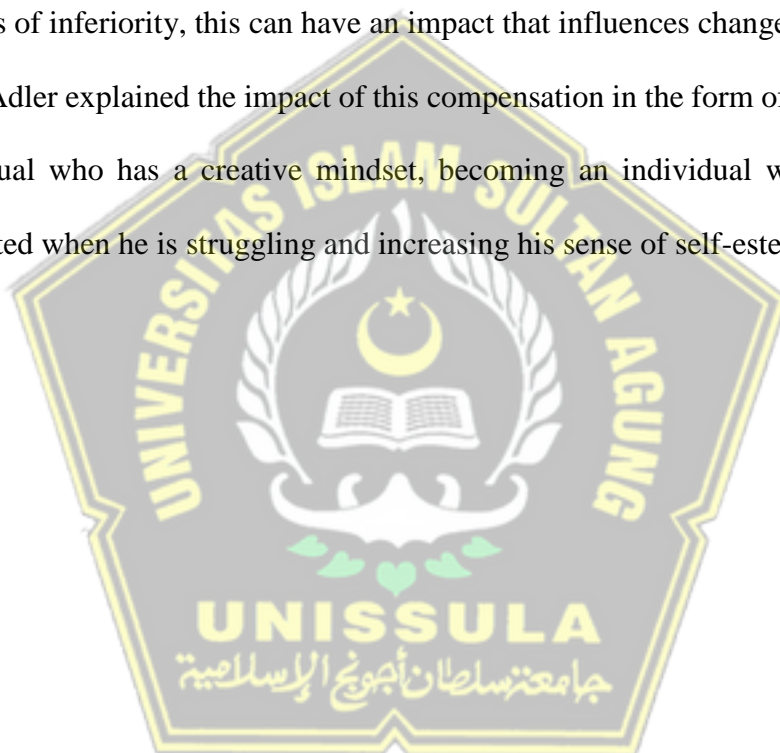
Megamind:

And now that Mr.Goody Two Shoes is out of the way, I can have everything I want! And there's no one to stop me!

[Datum 11]

From the quote above, it is explained that the impact of compensation makes Megamind boost self-esteem. According to Adler, increasing self-esteem can make an individual achieve the goals that the individual wants. Megamind says that after he defeats Metroman he can own everything himself and no one can stop him.

The writer explains that when someone succeeds in compensating for feelings of inferiority, this can have an impact that influences changes in character traits. Adler explained the impact of this compensation in the form of becoming an individual who has a creative mindset, becoming an individual who is always motivated when he is struggling and increasing his sense of self-esteem.



CHAPTER V

CONCLUSION AND SUGGESTION

This chapter consist the conclusion of the study and suggestions. The conclusion deals with the analysis result in the Chapter IV finding and discussion. Furthermore, the writer also suggests further researchers who conduct research related to *Megamind* (2010) or the same theory and readers of this research in general.

A. Conclusion

This research discusses the film *Megamind* (2010) as a research object and uses inferiority compensation as a theoretical approach. Researchers use this theory as a tool to uncover the mechanisms that are applied when an individual experiences a feeling of inferiority. Megamind is a suitable character as a subject of observation for the film script.

Inferiority feeling is a condition where an individual feels that he is not like other people, he feels that he cannot do what other people do and there is no self-confidence in himself. This is what creates a sense of motivation in individuals by using compensation strategies. Compensation itself is a mechanism to cover up feelings of inferiority as done by the main character Megamind. Initially, Megamind was someone who was always compared to other characters, he felt inferior because Megamind did not have what the other characters had, such as recognition from society and the environment. Comfortable and considered a

strange person. From here, Megamind wants to prove that he is able to compete with other characters and tries to get recognition from society by using compensation mechanisms to cover up his feelings of inferiority.

As a result, researchers found answers to both problem formulations, namely regarding how compensation acts as a defense mechanism to cover up the main character's feelings of inferiority and the impact of compensation on Megamind.

Based on the research results, there are two things that can be concluded. The first is the way the main character compensates for his feelings of inferiority by working hard & effort, increasing abilities, becoming superior and creative power. The second is the impact of compensation that influences to changes the nature of the main character, namely being creative, being motivation and being self-esteem.

B. Suggestion

Based on this research, for researchers who want to develop research related to the film *Megamind* (2010) or similar theories, there are several paths that can be explored further. According to the author, the depiction of Megamind in this film was initially a villain, but as the story progressed, Megamind managed to compensate for this and then the figure of Hal was created who became the villain in this film.

The story in the film is presented with binary or paired depictions such as evil and good, strength and weakness. As well as love and loneliness. By conducting

research based on a psychological approach, researchers can analyze how Hal's character develops to become superior and his lifestyle in his development to become a Villain in the *Megamind* film story. Additionally, by using the psychological approach, researchers can analyze the factors that make Hal's character superior in his life style to become a villain in the development of the story of the film *Megamind* (2010).



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