

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, the writer provided answers to the research questions that aligned with the data analysis presented in the previous chapter of this thesis. Apart from that, there were several suggestions that the author provided in detail below.

#### A. Conclusion

Disney Pictures distributed the animated picture *Wreck-It Ralph* (2012), created by Walt Disney Animation Studios. Rich Moore directs the movie, which revolved around Ralph (John C. Reilly), a villain from the arcade game "Fix-It Felix Jr." who was fed up with always being the evil guy. The writer found 27 data points from the movie and came to the following conclusion:

1. The writer found borderline variations that occurred in Ralph with a total of 14 data including 3 data of discouraged (feelings of hopelessness), 5 data of impulsive (capricious), 3 data of petulant (impatient), and 3 data of self-destructive (increasingly tense). The writer used Millon's theory (2004), which explained that a character might be able to intersect from one variation to another because, within a range of characters one character might include more than one variation (Millon, 2004). The writer provided conclusions from the four borderline variations, namely that in the discouraged variation, Ralph's character was found to have 3 data points shown, when Ralph was not confident in wanting to change into a good person and then met several other characters who influenced him to continue doing evil, he also felt helpless because of his inability to maintain his theme

and lacks confidence in what was presented to him. Impulsive (capricious) analysis produces 5 data points. Ralph had difficulty organizing his actions and thoughts in response to the consequences he faced. In addition, petulant (impatient) Ralph immediately showed his excessive emotions, revealing 3 data points, and his self-destructive behaviour (increasingly tense), which puts himself in danger, revealed 3 data points. The data results showed that the dominant variation of Ralph showed impulsive behaviour.

2. The writer analyzed Ralph's character using Smith's (2020) theory, identifying 13 data, including Ralph's parenting style (lack of support) as the first data. His emotional neglect due to being used to living alone as well as the lack of support and appreciation from the characters in the game Fix-it Felix Jr., showed these problems. 3 data points lead to a diagnosis of trauma (emotional integrity). Ralph felt depressed and disappointed with the role he was given, where he was always seen as a threat and a nuisance. In addition, the experience of separation and loss (fragile trust) produced three data points. His emotional instability was exacerbated by these repeated situations. For social and cultural factors, the data obtained was the surrounding environment (not appreciated) as much as 3 data. This negative environment caused Ralph to feel marginalized and made him look for ways to change other people's perceptions of him. Additionally, struggles with bad behavior among friends and coworkers accounted for three data points. Unsupportive relationships showed how poor social interactions with friends could exacerbated feelings of emotional instability and created

additional challenges. Additionally, even though there was no social media in the movie, the negative social dynamics in the game reflected the negative impact of social media in the real world.

## **B. Suggestion**

Based on the research results and findings, the writer could offer several suggestions to deepen understanding of borderline personality disorder (BPD) through fictional characters, such as Ralph in the movie "*Wreck-It Ralph*" (2012).

1. For readers, the writer hoped that the results of this research would be useful and could have added information for readers. Apart from that, it was hoped that it could provide motivation to readers regarding the importance of the symptoms of personality disorders that occurred in people around them.
2. For researchers, the writer also hoped that this research could help other researchers in the field of literature and other fields, especially in looking at variations and causes of BPD. It was hoped that the results of this research could provide some information and knowledge in analyzing movies that might be useful.