

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

In conclusion, the research findings in the film *Bad Boys for Life* 2020 are concluded in an important point which provides strong evidence that the main characters, Mike Lowrey and Marcus Burnett are depicted as dominant souls who are closely aligned with their respective id and ego.

The points are summed up as follows:

1. The research of the three levels of psychology in the main characters improves our knowledge of their personalities and motivations. The writer discovered ten (10) data points about Mike's character, with Id being the most with five data, Ego with three data, and Superego with two data. While the data that has been found on the Marcus character is eleven (11) data. Id with two data, then Ego is the most data with six data, then Superego with three data. The contrast between Mike's impulsive id-driven nature and Marcus's cautious ego-driven personality creates a compelling and dynamic partnership that influences their interactions and decision-making throughout the film. The movie's narrative arc also underscores their personal growth and emotional development as they confront their vulnerabilities and past traumas. Additionally, the presence of the superego is evident in both characters' commitment to upholding justice and moral values as police

officers, further to reinforce the relevance of Sigmund Freud's psychoanalytic theory in understanding their actions and motivations.

2. The analysis of their behaviors, decision-making processes, and emotional responses supports the hypothesis that Mike's dominant psyche is the id, driven by impulsive and thrill-seeking tendencies, while Marcus's dominant psyche is the ego, characterized by rational and pragmatic approaches to situations.

### **B. Suggestion**

Research on the representation of the three levels of the psyche in the film *Bad Boys for Life* 2020 has significant implications for the field of psychology and film studies. Analysis of the main character's dominant psyche provides valuable insight into the depiction of human behavior and motivation in cinematic storytelling. Some suggestions are explained in several points as follows:

1. For future research efforts, it may be useful to extend the analysis to include other characters in the film, such as villains and supporting characters. Investigating how the three levels of the soul are depicted in this character can offer a more comprehensive understanding of the film's psychological dynamics and themes. Additionally, conducting similar research on other films that explore psychological themes and character development could contribute to a broader understanding of how filmmakers use psychoanalytic principles to shape their narratives.

Comparing different films can highlight unique approaches to representing the id, ego, and superego in diverse storytelling contexts.

2. From a practical standpoint, the findings of this research can serve as a valuable resource for filmmakers, writers, and directors wishing to create psychologically intact and complex characters. Understanding how the interactions of the three psyche levels influence character development and narrative arcs can enhance the authenticity and relatability of cinematic storytelling. In addition, research findings can also be relevant to educational settings, where films are analyzed and discussed in the context of psychological theories and concepts. To increase the scope and depth of the research, future studies could explore the influences of culture and society that can affect the representation of the three levels of the soul in film. Analyzing how cultural differences and historical contexts shape character psychology can provide a more nuanced understanding of human behavior in cinematic narratives.