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CHAPTER I

INTRODUCTION

1.1 Background of the Study

Fast and Furious 7 is a 2015 American action film directed by James Wan and written by Chris Morgan. It is the sequel to *Fast and Furious 6* (2013) and the seventh installment in the *Fast & Furious franchise*. Chris Morgan was born in December 5th, 1970 in Los Angeles, California. He is an American screenwriter and producer. His writing credits include multiple screenplays in the *Fast and Furious franchise*, *Wanted*, and *The Fox crime drama Gang Related*.

The movie *Fast and Furious 7* starred by Vin Diesel as Dominic Toretto, Paul Walker as Brian O’Conner, Dwayne Johnson as Luke Hobbs, Michelle Rodriguez as

Letty, Tyrese Gibson as Roman Pearce, Chris "Ludacris" Bridges as Tej Parker, Jordana Brewster as Mia Toretto, Djimon Hounsou as Jakande, Kurt Russell as Frank Petty, and Jason Statham as Deckard Shaw.

In the movie, Dominic Toretto, Brian O'Conner, and the rest of their team, who have returned to the United States to live normal lives after securing amnesty for their past crimes, until Deckard Shaw, a rogue special-forces assassin seeking to avenge his comatose younger brother, puts the team in danger once again.

After defeating Owen Shaw, Dom, Brian and the team have returned to the United States to live normal lives. Brian accustoms himself to life as a father, while Dom tries to help Letty Ortiz regain her memory. Meanwhile, Owen's older brother, Deckard, breaks into the hospital where the comatose Owen is held, before breaking into the DSS office in Los Angeles to extract profiles of Dom's crew. After revealing his identity, Deckard fights Luke Hobbs and escapes, detonating a bomb that severely

injures Hobbs. Dom later learns from his sister Mia that she is pregnant again and convinces her to tell Brian. However, a letter bomb, sent from Tokyo, explodes and destroys the Toretto house shortly after Han Lue, a member of Dom's team, is apparently killed by Deckard in Tokyo. Dom travels to Tokyo to retrieve Han's body and acquires the objects found at the crash site from Han's friend, Sean Boswell.

Owen Shaw's brother, Deckard Shaw, is out killing Dom's crew one by one and doing terror for revenge since his brother was defeated by Dom's crew. He thinks that taking revenge is the way to get justice. On the other case, a Somalian terrorist called Jakarde and a shady government official called "Mr. Nobody" are both competing to steal a computer program called "God's Eye," that can turn any technological device into weapon. Torretto must reconvene with his team to stop Shaw and retrieve the God's Eye program while caught in a power struggle between the terrorist and the United States government.

The reason why the writer chooses revenge in this study because revenge is the main theme of the movie. It is the revenge between the antagonist and the protagonist. The factors and the way antagonist takes the revenge resulted in many scenes of the movie.

In addition, *Fast and Furious 7* is the best movie of the franchise primarily because of its emotional core. This core is largely made up of all the ways in which the late Paul Walker's memory is preserved on screen. He died during the movie was making. He had not even finished his scene yet. Therefore, the director used Computer Generated Imagery (CGI). It is the application of computer graphics to create or contribute to image in art, computer animation, television programs, etc. In this case, the director ask Walker's brother to finish the scene using CGI technology.

Besides that, *Fast and Furious 7* movie became a critical and box office success. It grossed \$397.6 million worldwide during its opening weekend, which was the highest of all-time at the time. The film grossed over \$1.5 billion worldwide, making it the third highest-grossing film of 2015 and the fourth highest-grossing film of all time at the time of release. It was the highest grossing film of 2015 out of the domestic box office.

1.2 Statement of the Problem

Statements of the problem in this study focuses on the antagonist's revenge in the *Fast and Furious 7* movie. The writer formulates the research questions as follows:

1. What are the factors of revenge in the *Fast and Furious 7* movie by Chris Morgan?
2. How does the antagonist take revenge in the *Fast and Furious 7* movie by Chris Morgan?

1.3 Objective of the Study

The objectives of this study are to analyze what become the research problem in this study. They are as follows:

1. To know the factors of revenge in the *Fast and Furious 7* movie by Chris Morgan.
2. To describe how the antagonist takes the revenge in the *Fast and Furious 7* movie by Chris Morgan.

1.4 Scope of the Study

A scope must be made in doing study or research. It is used to direct to research on the subject matter specifically. As the makeup of study more practical in real sense of scientific work, this study should be limited to a certain extent pertaining to the factors of revenge and the ways of revenge. The factors of revenge are anger (aggressiveness) and injustice. The ways of revenge are threatening (doing terror), murdering (homicide), and aggression (attacking). Any other points which are not linked to this will not be analyzed in this study because the writer only focuses on the analysis of the factors and the way antagonist takes the revenge in the movie.

1.5 Significance of the Study

Practically, this research is expected to provide additional understanding of English literature students about the *Fast and Furious 7* movie and can be useful for the development of knowledge and can also be applied for every life.

Theoretically, the benefits obtained are that this research can enrich knowledge in analysing movie and increase the ability to understand and appreciate literary works. This study is also useful to enrich the researches in literature, especially in using psychological approaches in the view social psychology to analyze the revenge in the movie.

CHAPTER II LITERATURE REVIEW

2.1 Antagonist

In the fiction or literary works, there are various characters, namely protagonist, antagonist and deuteragonist. These characters build the story. Without characters, a story will not be attractive to read.

Santosa et.all (2008: 90) says that antagonist is the role of the opponent, because he is often the enemy who causes the conflict to occur. The protagonist and antagonist must allow for a fight, and the conflict must develop to a climax. The antagonist must have a strong and contradictory character to the protagonist.

According to Holman and Harmon (1992: 26), antagonist is the character directly opposed to the protagonist: a rival, opponent, or enemy of the protagonist.

According to Merriam Webster's Collegiate Dictionary (2003: 51), antagonist has two meanings. First, one that contend with or opposes another: adversary, opponent. Second, an agent of psychological antagonism.

An antagonist in literature is usually a character or a group of characters that oppose the story's main character, who is known as the protagonist. An antagonist may also be a force or institution, such as a government, with which the protagonist must contend.

From the understanding of antagonist above, it can be concluded that antagonist is the opponent of the protagonist that makes conflict in the story. As the opposite of protagonist in the story, antagonist character is usually has bad personality. The antagonist character usually causes conflict, disaster, accident environment and society, social rules, moral values, authority and etc.

2.2 Revenge

Revenge is an act of someone who commit an act of payback to whom who hurt that person to achieve the feeling of satisfaction. The desire for revenge can be a person's motivation to kill, hurt others and even the occurrence of international conflicts (Mc Cullaugh, 2008).

According to Jatman (1985: 165) literature and psychology does have rules that closely, indirectly and functional. Indirectly, both of literary and psychology have the same object, which is human. In functional, psychology and literary have relationship because to study the psychological state of another person, the difference in psychology is the symptoms are real, whereas in literature are imaginative.

According to Govier (2002: 2) when people seek revenge, they seek satisfaction by attempted to harm the other as a retaliatory measure. Each of individuals as human being has the desire to avenge someone who treats them bad, to those who destroy their lives, or to those who only threaten their identity as human being in a certain place, culture, and belief. Such things seem ordinary or even less influential, but basically humans are created to have a sense of revenge, wanting people to feel the same way they feel when others do negative treatments or hurt their lives and feelings. Uniacke (2000: 62) said that also claims that revenge is personal and non-instrumental: with revenge we seek to make people suffer because they have made us suffer, not because their action or values require us to bring them down.

The desire for revenge can be over determined and linked to multiple justifications. The act of revenge, however, makes it hard for victims. To truly obtain their preference for satisfaction, for at the least the subsequent reasons.

Revenge strips the actor of the identify “sufferer” and takes away the mantle of appreciate due by means of sympathy to one who's acted on. Revenge cuts both

approaches. All violence wounds the perpetrator as well as the victim. If the goal of revenge is to train the perpetrator what it looks like. There are ways of doing so that do not condone violence through repeating it. Revenge is humiliating and degrading, even if it is also satisfying. Revenge is powerless even if it's far powerful. It takes electricity far from the sufferer.

When performed by using the nation, revenge is inhuman, impersonal, abstract, merciless, and supports a lifestyle of violence. Revenge is without problems overdone, ignores the humanity of the sufferer, and often results in feelings of guilt or regret. Revenge does not well know the prior victimization of the offender or awareness at the system that created it. It blames the victim and diverts attention from institutional and social trade. Revenge is socially divisive and can be reenacted for numerous generations. Revenge encourages the sufferer to become aware of with the aggressor and to see the act of aggression as justifiable.

Many theorists assert that revenge gives personal and societal advantages. According to Evolutionary psychologists, revenge serves three adaptive capabilities (McCullough, 2008). First, the mere possibility of revenge deters capability transgressors. Individuals with reputations for being vengeful are much less possibly to be victimized because the capability prices are excessive. Second, if a transgression does arise, revenge deters similarly harm via penalizing wrongdoing. Ultimately, revenge fosters cooperation with the aid of preventing individuals from taking advantage of the paintings executed through others (free riding). If our ancestors were capable of break out with free riding, folks who cooperated in joint efforts, which include searching or defending the institution, would have been deprived. Revenge deters free riding through removing any advantage that riders might have gained.

People's use of revenge to restore justice is also hypothesized to be psychologically beneficial. According to Equity theory, individuals experience distress when they have been treated unfairly (Adams, 1965; Walster, Walster, & Berscheid, 1978). Revenge may enable victims to reduce their distress by restoring equity with the transgressor (Donnerstein & Hatfield, 1982). Similarly, Frijda (1994) observed that one of the most infuriating aspects of being unjustly harmed is the awareness that "he walks in pleasure and I in suffering" (p. 274). Revenge does not undo the harm, but it can restore the balance of suffering between the victim and the transgressor. Revenge can also help restore the balance of power between the victim and the transgressor (Frijda, 1994). By inflicting harm, transgressors imply that their victims are unworthy of respect. Through vengeance, victims can restore their selfworth by showing they are not powerless (Bies & Tripp, 1998; Frijda, 1994).

Revenge is an act of repaying the actions of others in hopes of getting a better feeling, more valuable and returning a sense of justice in a person but a better feeling is only temporary and sometimes creates a new danger for people who take revenge (Baron, Byrne and Branscombe, 2005). Revenge is considered to be the most effective way of eliminating pain and a real form of demanding equal treatment that must be accepted by individuals. Equality is an absolute thing which belongs to everyone. The same treatments, rights, and obligations received between one person and another will lead to a balanced life. Conversely, when there are differences in treatments, rights, and obligations received by individuals, especially if these things lead to something that causes pain or damage such as oppression, betrayal, injustice, and aggressiveness (anger) then there will be a desire to demand equality. Oppression, betrayal, injustice, and aggressiveness (anger) are forms of negative treatments that trigger an individual

to do resistances one of the ways is by taking revenge (Baron, Byrne and Branscombe, 2005).

From the explanation above. It can be concluded that revenge happened because of some factors. Such as, betrayal, injustice, oppression, and anger (aggressiveness). The factors that related to this research are anger (aggressiveness) and injustice.

2.2.1 The Factors of Revenge

Baron, Byrne, and Branscombe state that there are some factors of revenge. They are betrayal, injustice, oppression, and anger (aggressiveness). The factors that relate to this research are anger (aggressiveness) and injustice.

2.2.1.1 Anger (Aggressiveness)

Taylor (2009) explains the behavior of aggression, also explains that the feelings aggression or what is known as anger. Anger is someone's internal feelings which is not always reflected in the form of aggression behavior. There are several sources of anger:

- a. Attack; is an unpleasant act from another party that is disturbing for example is the war between gangs only starts from the taunt of one of the gangs.
- b. Frustration; conditions that are born due to a person are inhibited or prevented achieve his goal. Various kinds of trigger conditions include problems born from family social situations, problems at work and, etc.
- c. Expectations of Retaliation; including the motivation for revenge. People who feel capable of taking revenge will be angry for a longer time because they always

remember negative things from people guilty. Human aggression is an expression of revenge (Knoll, 2010)

- d. Competition; competitive situations often lead to anger and rebellion.

In addition to angry affection, Sell (2012) explains the difference between hate and anger. Unfair treatment breeds hatred and hatred can motivate retaliatory behavior when the target does nothing but harm the person who hates it. Anger triggered by indicators that other people do not value one's welfare while hatred triggered by indicators of the presence of other people can threaten the welfare of others. Hate is an attitude that can lead to revenge. Feelings of hatred will trigger revenge because they see the existence and happiness of others as threats or things that are dangerous for that person (Sell, 2012).

2.2.1.2 Injustice

According to Collins dictionary, injustice means a lack of fairness in a situation. People that treated unfairly can feel injustice and cause a revenge. People's use of revenge to restore justice is also hypothesized to be psychologically beneficial. The writer found some definitions of revenge by experts in the same article by Karina Schumann and Michael Ross (2010) those are: according to Equity theory (and like formulations), individuals experience distress when they have been treated unfairly (Adams, 1965; Walster (Walster & Berscheid, 1978).

Frijda (1994: 274) observed that one of the most infuriating aspects of being unjustly harmed is the awareness that he walks in pleasure and I in suffering". Revenge does not undo the harm, but it can restore the balance of suffering between the victim and the transgressor. Revenge can also help restore the balance of power between the

victim and the transgressor. By inflicting harm, transgressors imply that their victims are unworthy of respect. Through vengeance, victims can restore their self-worth by showing they are not powerless.

2.2.2 The Ways of Revenge

2.2.2.1 Threatening (Doing Terror)

Threats are one's intention to damage others (Prunckun, 2019). Threats can be made against entities together with individuals, companies, even state. In the context of this research, the threat analysis carried out is more directed at the death threats against the protagonist. This is done as a form of revenge by the antagonist.

According to Prunckun (2019), there are two main elements used in perform threat analysis, namely threat intent and threat capabilities. Threat intent is optimism on the part of the threat agent is related with the level of success when doing attack. There are 2 (two) elements in the threat intent, which is the element desire and expectations (hope). Desire can interpret as the enthusiasm of the actor attack to cause occurrence damage/failure. Even as hope is the perception that the offender has that the favored aim can be accomplished if the plan is applied.

Threat capability is a capability from threat agents in carrying out attacks against targets. There are 2 (two) elements in threat capability, namely the knowledge element (knowledge) and resources (resources). Knowledge is defined as information that owned by perpetrators who can use it to achieve the goal. While resources can be defined as the ability/experience and necessary equipment for implement the plan of the perpetrator.

2.2.2.2 Murdering (Homicide)

Murdering means the killing of one human being by another human being. Murdering may be justifiable, excusable or criminal, depending upon the circumstances of the killing and the state of mind of the killer.

The definition of “homicide” appears sincere: a homicide occurs when there is a dead person and the cause of death can be attributed to another person. However, in practice things are not so simple. A first observation is that there can be different levels of motivation, involvement, or responsibility on the part of the person causing the death. It may be a death by accident, through negligent behavior, or the offender can be considered legally accountable although the death of the victim was something that the offender did not want to happen. Another difference can be in planning: the killing either happened in the heat of the moment or was planned beforehand.

According to European Sourcebook (Aebi et al., 2010) and Eurostat (European Commission, 2010) use as their definition of homicide the “intentional killing of a person”. The United Nations uses a slightly different definition: “death deliberately inflicted on a person by another person” (www.unodc.org). WHO measures homicides by cause of death, and uses the definition “injuries inflicted by another person with intent to injure or kill, by any means” (WHO, 2009). So, these definitions are all related and all consist of the following elements: a killed person, an intention to kill, and a human offender. Implicit in most internationally used definitions is the fact that the killing must be unlawful.

2.2.2.3 Aggression (Attacking)

Aggression generally acknowledged as maladaptive and destructive behavior. In general, aggression is defined as behaviors that can be seen and are intended to harm

others which involve at least two people (Baron, Byrne & Branscombe, 2007; Bushman & Huesmann, 2010).

According to Green (2001), in another definition of aggression defined aggression as behavior in delivery an aversive stimulus from one person to another, with intent to harm and with an expectation of causing such harm, when the other person is motivated to escape or avoid the stimulus. In fact, aggression can be distinguish between their forms (which include physical, verbal, direct, indirect, displaced, passive and active) and functions of aggression (which include reactive and proactive aggression).

Form of aggression means the way a human expressed their aggressive act, such as physical versus verbal, direct versus indirect and active versus passive (Buss1961 as cited in Bushman & Huesmann, 2010). In fact, physical forces that use to harm others, for example, fighting, hitting, kicking, biting, punching, scratching, stabbing etc. are categorized as physical aggression. On the other hand, verbal aggression is some other kind of aggression that involves the use of words to harm other such as calling, screaming or yelling.

2.3 Movie

Movie is one branch of the art that usually contains someone's life story, fiction, and biography as an entertainment the people. Movie usually describes about love, life, politic, violence etc.

According to Hornby (2006:950) movie means a series of moving picture recorded with sound that tells a story, shown at cinema/movie. Movie or film is a term that encompassed individual motion pictures, the field of movie as an art form, and the

motion pictures industry. Movies are produced by recording image from the world with cameras, or by creating images using animation techniques or special effect.

In the film or movie theory, genre refers to the primary method of movie categorization. The main types are often used to categorized movie genre; setting, mood, and format. The movie's location is defined as the setting. The emotional charge carried throughout the movie is known as its mood. The film may also have been shot using particular equipment or is presented in a specific manner, or format. The function of film/movie is to educate, entertain and inspire the reader's international language. A movie/film can teach people about history, science, and human behavior.