The Analysis of an *IT* Film Using Charles Sanders Peirce's Semiotic Theory

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ABSTRACT

The title of this study is aimed to explore the kind of signs that represented including icons, indexes, and symbols found in the film. This research also analyzed the relationship of signs in the '*IT*' film with representament, object, and interpretant. This research is used descriptive qualitative method. The data for this study were collected from the '*IT*' film used note taking as its her main research instrument. The writers purposively selected a number of signs including seven icons, fifteen indexes, and five symbols. The results of the analysis revealed that icons, indexes, and symbols could indeed be interpreted using Peirce's semiotic theory, especially the relationship between their representament, object, and interpretant. *The blood on water* and *missing girls shoes*, for example, the icon of the blood and murdered mystery; *dark basement* is an index of the appearance of *blazing eye*; and *the water culvert* are a symbol of the scary and mysterious place.

Keywords: *Theory, Semiotics, Peirce's Descriptive Qualitative, Film.*

ABSTRAK

Penelitian ini bertujuan untuk mengeksplorasi jenis tanda yang direpresentasikan termasuk ikon, indeks, dan simbol yang terdapat dalam film. Penelitian ini juga menganalisis hubungan tanda-tanda dalam film 'IT' dengan representasi, objek, dan interpretan. Penelitian ini menggunakan metode deskriptif kualitatif. Data untuk penelitian ini dikumpulkan dari film 'IT' yang menggunakan pencatatan sebagai instrumen penelitian utamanya. Penulis sengaja memilih sejumlah tanda termasuk tujuh ikon, lima belas indeks, dan lima simbol. Hasil analisis mengungkapkan bahwa ikon, indeks, dan simbol memang dapat diinterpretasikan menggunakan teori semiotik Peirce, khususnya hubungan antara representasi, objek, dan interpretan. Darah di atas air dan sepatu gadis yang hilang, misalnya, ikon darah dan misteri pembunuhan; ruang bawah tanah yang gelap adalah indeks munculnya mata yang menyala-nyala; dan gorong-gorong air adalah simbol tempat yang menakutkan dan misterius.

Kata kunci: Teori, Semiotik, Kualitatif deskriptif Pear, Film.

INTRODUCTION

In this modern era, the film has been growing to be an interesting industry for the people who want to express their creative thought and skill. Most of the film creators consider that film could be media to share their ideas and opinions. Like drama, the film communicates visually and verbally, through action and gesture, and verbally through dialogue. Boggs and Dennis W. Petrie's says in their book "The Art of Watching Film" (2002: 2), film is unique art production and has a strong influence toward its viewer because it combines paint, technology, music, literature and drama, and becomes interesting to be watched. Additionally, Dennis(1985: 2) says a film can be visual images (perhaps in color), words that are spoken and occasionally written (as in signs or a letter shown in a close up), background music, actors in costumes, and setting, and other means by which the medium of cinema conveys emotions and ideas to an audience.

Film could become a medium to express the feeling, some of the cineastes make a film that they have an interest in it (Wikipedia). Film and movie are two terms that often mean the same but used in distinctive ways. When used interchangeably, they both refer to a motion picture, a series of pictures projected onto a screen in such a way that viewers see an illusion of motion. A film is a motion picture and is an older term for it. Aside from it is technical definition, a motion picture is a medium used to express stories, ideas and even feelings. For a

movie is a motion picture and the word itself is an American slang and shortened form of the phrase "moving pictures", Jean Brown (2020: 6). Furthermore, many films represent the real life, and the story in the film may be representing the real story from any people in the world. If seen for a moment, some scenes in the film are not ordinary scenes made with a blend of sound, movement, background or anything, but when people deeply analyze it, a film has a strong character in conveying information and meaning through the scene. Of course, all of the picture, sound, gesture, and anything performed and shown in the film definitely contain meaning. Every movies made by the film industries it should have a sign. Everything in this world is a sign, although there are some things that have no intrinsic meaning, they can be classified into signs if the people invest the with meaning.

Chandler (2007: 2) defines semiotics, as signs which take the forms of words, images, sounds, gestures, and objects. According to Eco (1986: 7), semiotics is concerned with everything that can be taken as a sign. So, it can conclude that anything can be a sign as long as someone interprets it as "signifying", something-referring to or standing for something other than itself. It means, every existing thing in our life is looked as a sign, that is something that it should give them meaning. Semiotics has strong influence in communication, especially visual communication. Because in interaction, human may makes some sign and give them some descriptions then the sign has meaning. From the sign, people can understand what others mean.

Hoed (2011: 3) says that semiotics is the study of signs or the science that studies about the signs in human beings. In order to get the meaning expressed in the film, analyzing and understanding the

signs in the film are not easy as the people predict, but it can use a semiotic approach. Sobur in Gumono (2017: 79) state that semiotics is a science or method to analyze signs. According to Eco (1986: 7), semiotics is concerned with everything that can be taken as a sign. Actually, there are two popular models of semiotics: the dyadic model by the Swiss linguist Ferdinand de Saussure and the triadic model by the American philosopher Peirce.

Chandler (2007: 14-15) says that the Saussure's dyadic model of signs defines a sign as being composed of a "signifier" (significant) and a "signified" (signifié). Within the Saussurean model, the sign is the whole that results from the association of the signifier with the signified and the relationship between the signifier and the signified is called signification. If Saussure has the dyadic model,Charles Sanders Peirce's model is called the triadic model. According to Eco (1986: 7), the triadic model of semiotics consists of:

1. The representament: the form which the sign takes (not necessarily material, though usually interpreted as such) – called by some theorists the "sign vehicle".

2. An interpretant: not an interpreter but rather the sense made of the sign.

3. An object: something beyond the sign to which it refers (a referent).

From the explanation above about the two dominant models of semiotics, the writers is interested in analyzing a film entitled "*IT*" directed by Andy Muschietti and based on horror novel by Stephen King. The writers prefer with this film because it had some interested icons, indexes, and symbols. *IT* is a film that talks about a clown named Pennywise who terrorized seven children only to face their own personal demons in the process. Seven children had the group of kids known as the Losers Club. This group would like to find facts about the younger brother of one of the members and tried to stop the terror from the Pennywise.

The film is full of horror with terror and blood on the scenes. The writers is really interested in horror films and then choose an *IT* film to analyze. The writers uses Charles Sanders Peirce's theory, to analyze the symbols that exist in the film, and also to get the clear meaning of every symbols in this film because Oey Hong Lee in Sobur (2009: 126) says that film is one of the media to communicate and the writers has a personal interest to watch this film, and sometimes the writers finds something that could be a new question in mind like why the main character of thefilm wears a red balloon when he wants to kill someone and always cry when the children approach him at that time.

The writers also thinks that semiotics is a unique study because as Barthes explained (1986: 9) that images, gesture, musical sound, or anything can be a sign, whatever their substance because semiotics aims to take in any system of signs. Therefore everything in this world is looked as a sign, the writers aims to know the sign deeply, especially when she communicates with other people or looking a picture or video that have no intrinsic meaning. Finally, the writers conduct a research with entitled "The Analysis of an *IT* Film Using Charles Sanders Peirce's Semiotic Theory".

RESEARCH METHODOLOGY

Research method is a very important factor in conducting research. Kerlinger in Prabhat and Meenu (2015: 18) says that the research method, here, means the arrangement of conditions for collecting and analyzing data. The data in this research were collected from the "*IT*" film. Actually, there are two types of research methods; they are qualitative and quantitative methods. In this research, the writers uses a qualitative research method. Hancock (2009:1) states that qualitative research is concerned with developing explanations of social phenomena. Quantitative method, on the other hand, is a method that uses statistic techniques to analyze the data (Suandi, 2008: 7).

Therefore, the writers uses the descriptive qualitative method because it canhelp the writers collect and analyze the data for this study deeply. Besides, this method is used to describe and interpret the results and explain about the signs expressed in *IT* film. According to Sugiyono (2014:14), a qualitative research method or interpretative method is a method which is concerned with the interpretation of data collected in the field. Therefore for this study, this qualitative method aims to analyze and interpret the data about social phenomena that were collected from *IT* film with reference to Peirce's theory of semiotic as it is theoretical framework.

The writers also uses sampling technique which is purposive sampling, which means the samples that the writers took depends on some reasons. Some of the datathat the writers took in film has chosen because some consideration, like the context of situation in a scene, the hidden meaning on some sign in a scene and also the writers who want to know some meaning of the signs in film.

FINDING AND DISCUSSION

In this part of the research, the writers presented the results of the research about the semiotic analysis of an *IT* film. After the writers watched the film repeatedly and carefully, the writers found some signs in the film. The data that the writers found in the film consists of several types of sign including icons, indexes, and symbols. The writers found the data not in the whole of the film. The writers found some relevant scenes. The writers collected the data and used the note takingsheet to keep track of the data that were found.

In this research, the data that were found in the film already analyzed used Peirce's theory about semiotic called the triadic model including representament, object and interpretant components.

The details of the data can be shown in the following table:

No.	Kinds of Sign	Sign Description	Time Spotted
1	Icon	1. Little brother hug his big brother (Bill)	04:27 – 04:30
		2. Blood on the water	08:56 – 09:05
		3. A school gangster	19:00 – 19:10
		4. Missing girls shoes	32:14 – 32:20
		5. The Old house, empty, and scorched	49:00 – 49:10
		6. A blood message 'you die if you try'	01:38:56 – 01:39:00

		7. A big dark hole	01:42:58 – 01:43:05

Table 4.1   Icon

No.	Kinds of Sign	Sign Description	Time Spotted
2	Index	1. Smile in the mirror	01:19
		2. Dark basement	02:45
		3. Glowing eye	03:40
		5. Street name	08:54 , 48:25 – 48:28
		6. A gun to shoot animals	10:10 – 10:22
		7. Burning hands	19:48 – 20:00
		8. Spooky woman painting	21:19 – 21:29
		9. Antichrist symbol	21:30 – 21:33
		10. News of an explosion	25:43 – 25:45
		11. A red egg with smoke	26:41 – 26:55
		12. Headless ghost	27:45 – 28:15
		13. The knife stabbed into the stomatch	29:41 – 29:46
		14. Sink full of blood	53:18
		15. A group of children holding hands	02:06:15 – 02:06:30

Table 4.2   Index

No.	Kinds of Sign	Sign Description	Time Spotted
3	Sym	1. A red	00:18 - 00:20 ,

	bol	balloon floated	26:19 – 26:29 , 29:22 – 29:23 , 35:40 – 35:46 , 50:12 – 50:20 , 01:33:03 – 01:33:20 , 01:34:40 – 01:34:50
		2. Paper boat	04:12 – 04:14 , 05: 05 – 05:55
		3. Yellow raincoat	04:54 – 05:03 , 57:34 – 57:35 , 02:03:50 – 02:04:00
		4. Water culvert	06:06 – 06:10 , 31:30 – 31:40 , 01:42:58 – 01:43:05
		5. A clown (Pennywise)	06:11 – 06:20 , 08:50 – 08:52 , 20:19 – 20:20 , 35:47 – 35:50 , 59:14 – 59:20 , 01:05:40 - 01:05:46 , 01:13:27 – 01:14:00 , 01:23:45 - 01:24:15 , 01:34:40 – 01:34:50 , 01:45:50 – 01:46:05

Table 4.3   Symbol

So, from the data above, the writers took only icons, indexes and symbols as the focus of the research. The icons, indexes and symbols that are expressed in an *IT*, are described as follows:

Scene	04:27 – 04:30 , 04:12 – 04:14
Context of Situation	Georgie hug Bill when he wants to go play outside

Kinds of Signs	1. Icons: Little brother hug his big brother (Bill) 2. Symbols: Paper Boat
Scene	08:56 – 09:05 , 04:54 – 05:03 , 57:34 – 57:35 , 02:03:50 – 02:04:00
Context of Situation	The clown pulls the Georgie into the water culvert
Kinds of Signs	1. Icons: Blood on the water 2. Symbols: Yellow raincoat

Scene	19:00 – 19:10 , 29:41 – 29:46
Context of Situation	A gangster tried to hurt a child
Kinds of Signs	1. Icons: A school gangster 2. Indexes: The knife stabbed into the stomatch

Scene	00:18 - 00:20 , 26:19 – 26:29 , 29:22 – 29:23 , 35:40 – 35:46 , 50:12 – 50:20 , 01:33:03 – 01:33:20 , 01:34:40 – 01:34:50 , 49:00 – 49:10 , 06:11 – 06:20 , 08:50 – 08:52 , 20:19 – 20:20 , 35:47 – 35:50 , 59:14 – 59:20 , 01:05:40 - 01:05:46 , 01:13:27 – 01:14:00 , 01:23:45 - 01:24:15 , 01:34:40 – 01:34:50 , 01:45:50 – 01:46:05

Context of Situation	A child sees many red balloons and there is a Pennywise's Clown
Kinds of Signs	1. Symbols: A red balloon 2. Icons: Old house, empty, and scorched 3. Symbols: A Pennywise's clown

Scene	32:14 – 32:20
Context of Situation	Bill found the missing girls shoes
Kinds of Signs	1. Icons: Missing girl's shoes

Scene	01:19
Context of Situation	Bill drew a smile on the window when Georgie wentto outside to play
Kinds of Signs	1. Indexes: The smile in the mirror

Scene	10:10 – 10:22
Context of Situation	Mike was asked to shoot the head of a sheep
Kinds of Signs	1. Indexes: A gun to shoot animals

Scene	08:54 , 48:25 – 48:28
Context of Situation	Georgie disappeared in one of the streets
Kinds of Signs	1. Indexes: Street name

Scene	01:38:56 – 01:39:00
Context of Situation	A message appeared with blood in one of thechildren's bathroom
Kinds of Signs	1. Icons: A blood message 'you die if you try'

Scene	01:42:28 – 01:43:05
Context of Situation	A group of children found a big hole
Kinds of Signs	1. Icons: A big dark hole

Scene	21:19 – 21:29
Context of Situation	When a child walks, the painting moves on itsown
Kinds of Signs	1. Indexes: Spooky woman painting

Scene	21:30 – 21:33
Context of Situation	When a child sees a painting, there is an antichristsymbol
Kinds of Signs	1. Indexes: Antichrist symbol

Scene	02:45
Context of Situation	When Georgie wants to take something to thebasement
Kinds of Signs	1. Indexes: Dark basement

Scene	03:40
Context of Situation	Georgie saw two glowing eyes
Kinds of Signs	1. Indexes: Glowing eyes

Scene	25:43 – 25:45
Context of Situation	A child reading old news
Kinds of Signs	1. Indexes: News of an explosion

Scene	26:41 – 26:55
Context of Situation	A child sees a burning red egg
Kinds of Signs	1. Indexes: A red egg with smoke

Scene	27:45 – 28:15
Context of Situation	A child sees a headless ghost
Kinds of Signs	1. Indexes: Headless ghost

Scene	53:18
Context of Situation	A child pulls a bloody hair follicle in the sink
Kinds of Signs	1. Indexes: Sink full of blood

Scene	06:11 – 06:20 , 08:50 – 08:52 , 20:19 – 20:20 , 35:47 – 35:50 , 59:14 – 59:20 , 01:05:40 - 01:05:46 , 01:13:27 – 01:14:00 , 01:23:45 - 01:24:15 , 01:34:40 – 01:34:50 , 01:45:50 – 01:46:05
Context of Situation	The Pennywise's clown appears from the projector screen
Kinds of Signs	1. Symbols: A clown (Pennywise)

Scene	02:06:15 – 02:06:30
Context of Situation	A group of friends who are holding hands when finished chasing away Pennywise
Kinds of Signs	1. Symbols: A group of children holding hands

Table 4.4 Scene

CONCLUSION

Based on the findings of the data analysis in the fourth chapter before, the writers put forward some conclusions as follows:

The sign in some scenes of an *IT* can be analyzed through a semiotic approach. The writer focuses on the writer focuses on the relationship between the

representamen and its object and then how they produce the interpretant. In the findings section, it is showed that there are so many kinds of sign that the writers found in the film. But the writers only focused on the analysis of the signs as the objects, which include icons, indexes, and symbols and find relationship between kind of signs on triadic model.

Furthermore there were seven icons, fifteen indexes, and five symbols that the writers found in some scenes of the film. Then, the writers purposively selected two icons, three indexes and three symbols to be analyzed. In brief, the research results show that the triadic concept of Peirce can be used to explain the meaning of the signs that were contained in an *IT* film.

In analyzing the meaning of each sign, the meaning was interpreted primarily from the relationship between the representamen and the object. The relationship between representamen and its object, indeed, produces the interpretant, which is the interpreted meaning of the sign.

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