

## CHAPTER V

### CONCLUSION

This chapter presents the conclusion of the study which is based on the findings and discussion in the previous chapter. This chapter also presents the suggestion for further study based on the result of the research.

#### 5.1 Conclusions

The aim of the study is to uncover how an animation for children constructs the hero narrative. The previous chapter shows that the hero construction in *A Bug's Life* presented through three phases; the initiation phase, the conflict phase and the resolution phase. These phases are crafted through the pattern of cause and effect. The agent of causality is the characters of the film. These characters are put in binary opposition to construct the hero in the narrative.

This film narrative is mediated through the language of film, such as camera shots, camera movement and *mise en scène*. The use of multiple combination of the language of film gives the spectator different impression. It is functioned as a focalization where the spectators lend the characters' gaze and experience the narrative through visual representation.

The study concludes that the story in *A Bug's Life* is organized by employing the patterns of causality and establishing binary opposition of the characters. Since animation films are often directed to children, the use of binary opposition support the delivery of the didactic message in the film.

## 5.2 Suggestions

The study suggests that more analysis of film be more conducted because is a lucrative site for further study in the field of literature, in this case children literature. The study in film is still rarely conducted in the department. The writer hopes that the department provides more expertise in the field. This study is also expected to motivate future readers and researchers to better understand about how film can give meanings and emotional experience through language of film technique to the spectators

