



Representation of Academic Anxiety and Crime through Mise En Scene Analysis in Bad Genius Film

I Tarmawan¹*, Gustari. R H²

^{1.}Departement Desain Komunikasi Visual, Universitas Komputer Indonesia, Indonesia ^{2.}Departement Desain Komunikasi Visual, Universitas Komputer Indonesia, Indonesia

Email : * irwan.tarmawan@email.unikom.ac.id

Abstract. This study will discuss the representation of academic anxiety in the film Bad Genius the Series through mise en scene. The method used in this study is qualitative with descriptive analysis where this method is used to examine the condition of natural objects that are inductive and correlated with the theories of Himawan Pratista and Jeremy Holmes. The results of this study indicate that the behavioral signs of academic anxiety, as well as criminal actions can be described through the six elements of mise en scene. This research will have a good impact on people who want to know the characteristic of academic anxiety.

1. Introduction

Film is an audio-visual communication medium to convey a certain message to a group or society. Messages in films can affect social life which can have positive and negative impacts, messages and symbols in films will describe and tell a story and the meaning. This research that raises social issues and mental health in the film bad genius the series will open an understanding of how student's mental health is very influential and can be seen through the elements of mise en scene.

The development of the film today also raises the social reality that is happening around us with a touch of interesting plot. That way, in making a film, a process of design and thought is needed as well as technical, such as the search for ideas, ideas that will be raised while technical are artistic technical or called cinematography. Cinematography is an applied applied science that discusses the technique of capturing images while simultaneously combining them to become a series of images that have the ability to convey ideas and stories. Like in The Bad Genius the Series film, the film raises the social reality of a student who commits acts of cheating and selling it and ends up being criminal. Nowadays, the act of cheating is not something that is taken seriously and can be tolerated by society. According to Setyani (2007) cheating behavior is not uncommon in the world of education, almost all students have done it, Setyani's statement is supported by the results of a Media Research and Development survey on April 19, 2007 conducted in several big cities in Indonesia (Makassar, Surabaya, Yogyakarta, Bandung). Jakarta and Medan) that almost 70% of respondents have practiced cheating (Halida, 2007) there are several factors why students cheat, one of which is academic anxiety [2]. There are several signs of academic anxiety, namely mood (psychologist), cognitive, somantic, and motor [2]. The signs of academic anxiety appear through its cinematic aspects, therefore it will be analyzed through the mise en scene element which can determine student behavior in taking exams as a phenomenon that often occurs in Indonesia.

Previous research that has been done by Redita Prawidya Putri with the title "Analysis of the Moral Message of Honesty in Bad Genius Film" which found several meanings of the iconic signs in the Bad Genius film, namely Lynn as a genius student who has visualization and functions that match the object. The index in the film has causality and the symbol in the film is the word "bad" which has a negative meaning. The moral message is an attitude of honesty and responsibility as well as social empathy [3]. The second research is "Representation of Character Education Values in Bad Genius Film" by Yana Arneta Kusuma Wardani where it was found that there were 6 values of character education, namely discipline, honesty, social care, communicative, independent and responsible, in addition to findings from several scenes of researchers with processing his findings with a theoretical perspective that suggests symbols, meanings and psychology [5]. And the last research is "Moral Messages in the Bad Genius Film by Nattawut Poonpiriya" by Nurul Fatimah where in this study several moral messages were found from several scenes, namely hard work, honesty, visionary, thorough, responsible, firm, fearful, and disciplined as well as cooperative. [5].

This research uses qualitative research with analysis descriptive method is used to examine the condition of natural object which is inductive and correlated with the theories of Himawan Pratista and Jeremy Holmes. The result in this research that behavioral sign of academic anxiety, as well as criminal action can be describe through the six element of mise en scene it means this research will have a good impact to know the characteristic of academic anxiety.

2.Method

Research uses qualitative research with analysis descriptive method, In the early stages of the study, sort out scenes that interpret anxiety and anxiety as well as criminal acts, there are five scenes in five episodes that can interpret anxiety and criminal action, In the second stage, the sorted scenes are seen through a study of the theoretical literature mise en scene himawan pratista, In the third stage the researcher combines the scene with the study of mise en. literature Himawan Pratista scene and Jeremy holmes academic anxiety and theory criminology, At the last stage, concluding that the rule of mise en scene in the film Bad Genius The Series can represent academic anxiety and action crime and become a sign to find out the behavior of students in following exam.



Figure 1. Film Poster Bad Genius The Series

3. Results and Discussion Analysis Scene 1



Setting location at multimedia room is a room that contains electronic communication equipment to support learning and the school warehouse is a temporary storage place for goods. Lighting The direction of frontal lighting and side lighting, Natural light sources (key light and fill light), Soft light and hard light quality, Lowkey lighting design. according to Pratista (2017) lowkey is often used in scenes that are intimate, gripping, gloomy and mysterious [6]. Costumes & makeup Lynn, Pat and Grace wear school uniforms and wear watches. Lynn and Grace complete with hair ribbons, and makeup using straight makeup, which is to disguise parts of the face that are less than perfect and only slightly [8]. The players & their movements on Lynn's traits: Sanguinis is brave, helpful, friendly, sociable, quick to act, Pat: Choleric is optimistic, passionate, quick to anger and small talk, Grace: Phlegmatic is calm, slow, apathetic, loyal. Physically Lynn: Leptosomes are tall, slender, round face, narrow shoulders, Pat: Athletic are broad, strong shoulders, erect head and neck, prominent veins, Grace: Leptosomes are tall, slim, round faces, narrow shoulders. then in the illustrative gesture: pat points his head while asking "do you want to use telepathy?" and Autistic Gestures: Lynn cries and sweats [9].

Therefore, the representation of academic anxiety that appears in the setting element, namely the warehouse which only contains used cupboards, dusty tables, and cloth and no one is identical with fear and feelings of worry, is included in the Mood indicator (psychology) according to Holmes (1991)[2]]. Then the lighting element forms a tense atmosphere so that it can describe fear and enter the Mood indicator (psychology) according to Holmes (1991) [2]. In the costume & makeup element, Straight makeup underlies academic anxiety with a natural face and then changes to an oily and sweaty face, according to Holmes (1991) it is easy to sweat when anxious, including somantic indicators [2]. And the players & their movements. Lynn's Autistic Gestures that are seen are anxious, worried, anxious to cry, this according to Holmes (1991) is included in the Mood (psychological) indicator. And Lynn's hasty behavior is included in the Motoric indicators [2].

While the criminological representation of the elements of a quiet location setting and no one is a criminal act without having to meet directly with the victim [7], the intention of the victim in this action is that the school is harmed. In the lighting, the lowkey lighting design that tends to go dark in scene 1 is a criminal situation when it is dark because it sets aside feelings of guilt and regret[7]. In the costumes & makeup scene 1 the crime cannot be seen because the costumes used are school uniforms where the physical and visual characteristics are included in criminaloid crimes where the perpetrators do not have characteristics [7]. In the players & their movements, there are sanguine and choleric characters and traits that can affect the temperament of Lynn's character, where according to Hippocrates in Tobing (2016) sanguine traits are synonymous with optimism and act arbitrarily while choleric is synonymous with irritability [7]. The illustrative and autistic gestures in the scene represent the wrong thinking of a criminal, namely considering himself as a victim and not thinking long (Blackburn, 1993-2003) [7].

Analysis Scene 2



The bedroom location setting is a room whose accessibility is determined, only the owner of the house can access and allow someone to enter or not and includes a private room (Surasetja, 2007) while the properties are Pillows and bolsters, beds, study tables, books, globes. In the lighting elements using natural light sources and fill light, soft light quality, frontal lighting direction, the lighting design used is lowkey lighting, lowkey lighting is often used in intimate, gloomy and mysterious scenes [6]. In the costume & makeup elements of Lynn's costume: a cream colored long-sleeved t-shirt, Grace: a long-sleeved t-shirt with a stripe motif, while Lynn and Grace's makeup uses straight makeup, which is to disguise parts of the face that are less than perfect and only slightly[8]. In the player and movement elements, Lynn: Sanguinis is friendly, sociable, quick to act, helpful, brave, Grace: Phlegmatic, calm, slow, loyal, apathetic. While Lynn: Leptosome's physique is tall, slender, round face, narrow shoulders, Grace: Leptopsom is tall, slim, round face, narrow shoulders and indicative gestures: rotating the globe and Autistic Gesture: crying [9].

Therefore the representation of academic anxiety in the element of the room setting is a place to rest and also learn and think where there are beds, pillows and bolsters and books and study tables where someone uses their thoughts to learn to achieve what they want, but if it is not achieved it will become pressure on yourself. The room is an intimate and quiet place usually people who are stressed and affected by depression will stay in the bedroom. Stress and depression and irritability are characteristics of academic anxiety according to Holmes (1991) [2]. In the lighting elements, the lowkey lighting design that builds an intimate and gloomy atmosphere can describe Lynn's sense of concern. The costume and makeup elements are not depicted because according to Holmes (1991) the physical characteristics of academic anxiety can be seen through pale and sweaty make-up [2]. And on the elements of the player & their movements, Lynn's Autistic Gestures that are visible are worried and anxious to the point of crying, this according to Holmes (1991) includes Mood (psychological) indicators, besides that there are cognitive indicators where Lynn is worried about something that hasn't happened [2].

While the criminological representation of the elements of the room setting in scene 2 can be a place to plan criminal acts of cheating, where Lynn studies STIC questions in her room, this is a crime without directly meeting the victim and is still being planned [7]. In the lighting element, the lowkey lamp design is a criminal situation when it is dark because criminals set aside feelings of guilt and regret [7]. The elements of costumes & costume makeup used cannot be seen, therefore the perpetrators are included in criminaloids where the perpetrators do not have characteristics and have such mentality [7]. And on the players & their movements, Lynn's indicative gestures play a globe and point to Australia because she wants to study there but cannot achieve it due to economic factors, this is due to ego and superego factors that cannot be controlled by perpetrators so that they commit criminal acts [7]. While Lynn's autistic gesture of crying and feeling guilty in this scene is a representation of the wrong thinking of a criminal, namely considering himself as a victim, fearing himself, and just giving up (Blackburn, 1993-2003) [7].

Analysis Scene 3



Setting the location of the printing warehouse is a room for storing and producing goods that are walled, roofed and locked (Ibnu Syamsi, 1997: 28) and the toilet is a place that refers to small and large water disposal rooms. In lighting elements using natural light sources (key light and fill light), soft light quality, frontal light lighting direction, high key lighting design, according to Pratista (2017) high key lighting designs are commonly used in drama type films because of the technique. creates a thin border of dark and light areas [6]. In the costume & makeup elements, Lynn: wearing a red shirt with boyfriend jeans, Pat: a navy blue long sleeved shirt with jeans, Grace: a white blouse with culottes of jeans and Lynn, Pat and Grace use straight makeup to disguise the parts. parts of the face that are less than perfect and only a little [8]. In terms of players and movements, Lynn: Sanguines are brave, sociable, friendly, quick to act, helpful, Pat: Choleric, optimistic, quick-tempered, small talk, Grace: Phlegmatic, calm, slow, loyal, apathetic. Lynn's physique: Leptosome is tall, slim, round face, narrow shoulders, Pat: Athletic is broad shoulders, strong head and neck, Grace: Leptosome is tall, slim, round face, narrow shoulders. and illustrative gesture: Pat accepts money and Autistic Gesture: Lynn cries [9].

Therefore, the representation of academic anxiety in the setting element, namely the location of the toilet which is quiet, no one is there, closed it cannot be seen by anyone and there is only a sitting and narrow closet, can describe academic anxiety because quiet and closed are identical with fear and being threatened in the mood indicator. (psychological) according to Holmes (1991) [2]. In lighting elements, high key lighting designs do not depict academic anxiety because usually fear, anxiety and mystery lighting designs use low key lighting designs [6]. In the costume and makeup elements, straight makeup underlies academic anxiety with a natural face and then changes to a pale face that is oily and sweaty, according to Holmes (1991) it is easy to sweat when anxious, including somantic indicators [2]. In the player element and his movements in autistic gestures, Lynn can be seen feeling restless, worried, difficult to concentrate and decreased memory, sweating as well as short or gasping breath, these are included in mood (psychological) indicators, cognitive, somantic and motoric according to Holmes. (1991)[2].

Meanwhile, the criminological representation of the setting element of the printing warehouse location when Lynn made a strategy to disseminate STIC's answer illustrates that there was a criminal act seen on the blackboard property, there were plans and tools to be used during the action. While the location of the quiet and narrow toilet is a criminal act without having to meet directly with the victim [7], the intention of the victim in this action is the organizer of the STIC exam. On the lighting element, high key lighting designs are usually used in public and bright places, there are two modes of situations that are usually carried out by criminals, namely day or light and night or dark [7]. In the costume & makeup elements, Lynn's red costume can represent courage and self-righteousness, which is part of the thinking mistakes of a criminal (Blackburn, 1993-2003)[7]. On the elements of the player & their movements There are sanguine and choleric characters and traits that can affect the temperament of Lynn's character, where according to Hippocrates in Tobing (2016), the saunginic nature is identical to being optimistic and acting arbitrarily while choleric is synonymous with irritability [7]. The illustrative gesture shows the hand that is in contact with the payment slip as well as money that is indicated as illegal money. While Lynn's autistic gesture when distributing answers via smartphone is a representation of the wrong thinking of a criminal who thinks he is right and doesn't think long (Blackburn, 1993-2003) [7].

Analysis Scene 4

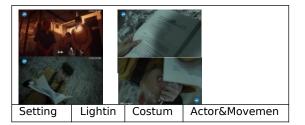
Setting	Lightin g	Costum e&Make up	Actor&Movem ent		

The toilet location setting is a place that refers to small and large water disposal rooms and the properties used are smartphones and sitting closets. According to Pratista (2017), high key lighting designs are commonly used in drama-type films because the technique creates a thin boundary between dark and light areas. [6]. In the costume & makeup element, using a blue shirt with no sleeves and straight makeup, which is to disguise parts of the face that are less than perfect and only slightly[8]. In the players and their movements, the characteristics of the Melancholic Bank are selfish, suspicious, distrustful of people, pessimistic, the physique of the Bank is high Leptosomes, slim, narrow shoulders, visible bones and illustrative gestures: taking a smartphone and Autistic Gestures: nausea and vomiting [9].

So the representation of academic anxiety in the setting element, namely the location of a quiet, closed toilet, cannot be seen by others, only close and narrow seats can describe academic anxiety because quiet and closed are identical with fear and tension in mood indicators (psychological) according to Holmes (1991).)[2]. In the lighting element, the high key lighting design does not describe academic anxiety because the situation is tense, anxious and also worried, usually using low key lighting designs [6]. In the costume & makeup elements, straight makeup used can describe anxiety because it only turns into pale makeup and sweats according to Holmes (1991) it is easy to sweat when anxious, including somantic indicators [2]. And the players & their movements with autistic and illustrative gestures of the bank feel panic, tense muscles, shaking to feel nausea which are included in mood (psychological), somantic, and motoric indicators because they made mistakes that spread answers and damaged the closet[2].

While the representation of criminology in the setting of a quiet and narrow toilet location is a criminal act without having to meet directly with the victim [7], the intent of the victim in this action is the organizer of the STIC exam. In the lighting element, the high key lighting design is used in public places where criminal acts can occur when it is dark or light and day or night [7]. The elements of costumes & costume makeup used cannot show that the character is a criminal, therefore the perpetrator belongs to the criminaloid where the perpetrator does not have a characteristic and has such a mentality [7]. According to Tobing (2016), these characteristics include ectomorphs, namely introverts, harboring something, serious, aloof, and sensitive and thin. Bank's autistic gestures can describe the thinking mistakes of criminals, namely not thinking long and self-serving [7].

Analysis Scene 4



g	e&Make	t
	up	

Setting location of the printing warehouse is a room for storing and producing goods that are walled, roofed and locked (Ibnu Syamsi, 1997: 28), the electrical installation room is a room for electrical circuits to distribute power throughout the building, and the paper shredder room is a room for remaining paper waste that unused and installation properties of electrical cabinets, screwdrivers, sheets of national exam questions, piles of crushed paper. In the lighting element, using natural light sources and fill light, hard light and soft light quality, under lighting and frontal lighting directions, low key lighting design for electricity repair scenes and high key lighting in the scene of working on national exam questions. In the costume & makeup elements, Pat: yellow clothes and a black hat and Bank: yellow clothes, while Pat and Bank use straight pale makeup, which is to disguise parts of the face that are less than perfect and only slightly[8]. On the players and their movements, Pat's traits are: Choleric, optimistic, quick-tempered, small talk and Bank: Melancholy, which is selfish, suspicious, distrustful of people, pessimistic. Pat's physique: Athletic broad, strong shoulders, head and neck upright and Banks: Leptosomes tall, slender, narrow shoulders, visible bones, and illustrative gestures: patt's mouth stuttering and Autistic Gestures: rubbing his eyes for out of focus [9].

So the representation of academic anxiety in the setting element of the nopporn printing location is very tightly guarded by the manager, it can be seen that there are many barriers in the electrical room, it will cause anxiety, anxiety and fear of one's (psychological) mood [2]. In the lighting element, low key lighting designs can describe anxiety, anxiety and threats because according to Pratista (2017) low key lamp designs are usually used in intimate and also tense scenes [6]. In the costumes & makeup elements, Pat and Bank use straight makeup to describe anxiety because it only turns into pale and sweaty makeup according to Holmes (1991) that it is easy to sweat when anxious, including somantic indicators [2]. on the elements of the players and their movements Pat shows illustrative gestures by speaking haltingly, this can indicate that anxiety is in the motor indicators, while the autistic bank gestures when working on questions and holding his head and rubbing his eyes illustrate that he feels anxious, restless, has difficulty concentrating , dizziness, shaking and also in a hurry. This is included in the theory of Holmes (1991) namely Mood (psychological), cognitive, somantic and motor [2].

Meanwhile, the representation of criminology in setting elements can support criminal actions based on the strategies that have been made. The location of the nopporn security printing can support criminal actions because the printing is identical to the exam question paper is made, so this opportunity can be used by criminals. In the lighting element, the low key lighting design in scene 5 which leads to darkness is a criminal act committed when the light is minimal or dark which can set aside feelings of guilt and regret [7]. In the elements of costumes & costume makeup, the yellow clothing is used to disguise as an electrician. This is to trick the victim, namely the manager of the nopporn security printing press. The disguise. On the element of the player & his movement the choleric nature that exists in Pat according to Hippocrates in Tobing (2016) [7] choleric nature is identical with irritability, usually criminals have this trait. In the Bank's autistic gestures, it depicts the wrong thinking of criminals in thinking that they are right and also not thinking long [7].

4. Conclusion

From all five scenes that have been analyzed, the conclusions obtained are that academic anxiety behavior and also criminal acts can be described through the four elements of mise en scene, namely setting, lighting, costumes & make-up, as well as players and their movements. The suitability of the theory presented by Jeremy Holmes about signs of academic anxiety can be conveyed through the six elements of mise en scene himawan pratista.

Acknowledgement

The author would like to thank parents who have provided financial support and friends who have provided reference data for books in this study.

References

- [1] Tarmawan, I., & Amalia, R. Cinematic Point of View Of "Pride and Prejudice Film On 1995 Television Serial Film And 2005 Movie Theater. *Visualitas Jurnal Online Desain Komunikasi Visual*, 7(2), 23-29. <u>https://doi.org/10.33375/vslt.v7i2.1454</u>
- [2] Setyohutomo, I. A. (2014). Hubungan Kecemasan Akademis Dengan Perilaku Menyontek Di SMA Negeri 7 Surakarta. http://eprints.ums.ac.id/37437/22/NASKAH %20%20PUBLIKASI.pdf.
- [3] Putri, R. P. (2016). Analisis Semiotika Pesan Moral Kejujuran Film Bad Genius. https://repository.uinjkt.ac.id/dspace/bitstream/123456789/49427/1/REDITA%20PRAWIDYA %20PUTRI-FDK.pdf
- [4] Wardani, Y. A. (2021). Representasi Nilai-Nilai Pendidikan Karakter Dalam Film Bad Genius (Analisis Semiotika Roland Barthes). <u>http://digilib.uinsby.ac.id/46021/2/Yana%20Arneta %20Kusuma%20Wardani B75217150.pdf</u>.
- [5] Fatimah, N. (2019). Pesan Moral Dalam Film Bad Genius Karya Nattawut Poonpiriya (Analisis Isi Ferdinand De Saussure). http://etheses.iainponorogo.ac.id/6040/1/SKRIPSI%20NURUL %20FATIMAH.pdf.
- [6] Pratista, H. (2017). *Memahami Film*. (A. D. Nugroho, & Y. A. Febrianto, Eds.) Sleman, DIY: Montase Press.
- [7] Tobing, D. H., Ary Susilawati, L. K., Astiti, D. P., Rustika, I. M., Indrawati, K. R., Marheni, A., & Lestari, M. L. (2016). Psikologi Kriminologi. *Powerpoint slide*. <u>https://simdos.unud.ac.id/uploads/file_pendidikan_1_dir/aa3b2a6d950ec004f20028ef8459ea8c.</u> <u>pdf</u>.
- [8] Pradita, W. K., & Puspitorini, A. (2016). Keterampilan Merias Wajah Panggung Straight Makeu Up Melalui Pelatihan Bagi Guru Ekstrakulikuler Di SMA Kristen Surabaya. 05. https://jurnalmahasiswa.unesa.ac.id/index.php/jurnal-tata-rias/article/view/15761/14297.
- [9] Saptaria, R. E. (2006). *Acting Handbook Panduan Praktis Akting Untuk Film&Teater*. Bandung: Rekayasa Sains Bandung.
- ^[10]Bogg. Joseph. M, Petrie. Dennis. W. (2008). The Art of Watching Film. Newyork: McGrow Hill.