

Character Development of Arisu Ryohei from Alice in Borderline

Zainab Zahratunissa, Nungki Heriyati

Faculty of Humanities, Universitas Komputer Indonesia

Jl. Dipatiukur no.112-116 Bandung 40123, Indonesia

Abstract. This paper aimed to analyze character of Arisu Ryohei from Alice in Borderline. A character analysis delved deeply into the characteristics and personality of a certain character and discussed the character's overall function in the narrative. While some authors chose to give their characters complex levels of meaning, others merely used them to advance the plot or deliver a message. The paper used a qualitative method by collecting data from the film and psychoanalysis approach. According to the data gathered, Arisu Ryohei faced a psychological issue that prevented him from developing in a particular way. He kept going back and forth, and it wasn't until the series' conclusion that he ultimately underwent this development.

Keywords: character analysis, characterization, development, and psychoanalysis.

1. Introduction

Character development is the transformation of a character from the beginning of the movie or tale to its ending. Character development is known as the process of giving fictional characters the same depth and complexity as real people. In order to properly flesh out the characters who appear in their novels, authors will build a variety of character attributes throughout the writing process. Because of this, understanding a character's psychology in a novel is crucial to understanding their development. Arisu Ryohei (有栖 良平) is the protagonist of Alice in Borderland. The actor who plays him is Yamazaki Kento. He is a young man without a job whose life has not been very cheerful. When Arisu lived in the original universe where he was idle, unemployed, and a gamer all day. It turns out that the Borderland, where he can get a comprehensive perspective on the games and deduce many things about game designs, is the turning point for the development of his character.

Rista, Faya, and Salsabila [1] is one of a few people who talked about Arisu's Personality Development on their paper that discussed more about Arisu's change only until the end of season 1 and focused more on the cause of personality change. While this article focuses on Arisu's transformation from the start of season 1 to the show's conclusion in season 2 and pay particular attention to the plot's progression using Freytag Pyramid theory. The purpose of the paper is to determine what kind of impact Arisu's internal problems have when they are not resolved right away and can someone who has internal problem resolved it, by looking at the flow of the plot in the story to determine how it change Arisu. Knowing this is crucial, particularly in this post-pandemic era where mental health concerns are a big issue and frequently occur to anyone.

2. Method

The dramatic structure or the sequence of events in which the plot of a story unfolds is highlighted by Freytag's Pyramid, a diagram. German novelist, critic, and speaker Gustav Freytag created this idea in the nineteenth century. According to the Aristotelian Poetics idea, a narrative must have a beginning, middle, and end. The pyramid or triangle formed by these two halves has five dramatic components: an opening, a rising action, a climax, a falling action, and a denouement or resolution. A character's development can be derived from a plot of the film [2]. From N., Sam M.S. [3]. Character development in this context relates to a child's formation of their conscience, moral principles, religious beliefs, and social attitudes. Since many psychologists believed this entire field did not lend itself to scientific examination, research on these linked topics has been fairly erratic and dispersed. The formation of standards and "inner controls" is without a doubt "one of the most critical difficulties facing students of personality development today," according to Sears, some illuminating research that have been conducted in 1960.

And according to Sean Glatch in their article about Character Development Definition: A look at 40 Character Traits [4]. The process of giving fictional characters the same depth and complexity as real people is known as character development. In order to properly flesh out the characters who appear in their novels, authors will build a variety of character attributes throughout the writing process. The elements listed below are some that can be regularly encountered in effective character development or characterization; Backstory as an event that took place before the story's plot but still have an impact on it are referred to as backstory; The character's ambitions as a crucial aspect of character development; And personality refers to the manner in which a person thinks, behaves, and holds certain views.

From the Book literature structure, sound, and sense rewritten by Laurene Perrine [5], the representation of personalities by authors can be direct or indirect. In indirect representation, the authors convey their characters to us in an indirect manner; we learn about them by what they do, think, and speak. When readers get the message that the author wants to express through their character, it can also be easier for readers to comprehend the psychology of the characters. Psychoanalysis is required to examine the psychology of a character.

The analysis and interpretation of literary works using psychoanalytic theory is known as psychoanalytic literary criticism. Sigmund Freud [7] created the psychoanalytic hypothesis to describe how the mind functions. The main ideas of psychoanalytic theory, such as the concept of an unconscious and conscious mind, the split of the id (unconscious), ego (conscious), and superego (preconscious) are applied to literature in this area of literary criticism in order to comprehend that work better. According to Austrian neurologist Sigmund Freud, anxiety is a symptom of the internal emotional conflict that results when a person hides experiences, feelings, or impulses that are too threatening or upsetting to live with (from conscious knowledge). Anxiety can be a valuable experience because it can highlight our core issues.

From Britannica [8] said that our core issues follow us throughout life, and if they aren't resolved, they will usually go unnoticed as they control our behavior in negative ways. In other words, because we experience anxiety in situations where our core issues are at stake, anxiety can reveal a lot about who we are. The most prevalent core concerns according to Tyson [7] are; Fear of abandonment is the unwavering conviction that our friends and family will physically abandon us or don't actually care about us (emotional abandonment); and Low self-esteem, it is the conviction that we are less deserving than other people and, as a result, are not worthy of love, attention, or any other benefits of life. In fact, we frequently think that life is trying to punish us in some way.

3. Results and Discussion

The analysis will be carried out by combining Freytag's Pyramid theory with the qualitative technique learned from the scene in the movie. The character of Arisu will be examined from the start of the movie to its ending in consideration of the plot. The focus of the analysis will be on the story's exposition, complications, climax, falling action, resolution, and scene effects on Arisu.

Arisu's exposition.

1. Arisu Backstory.



Figure 1. Arisu's Brother thought on Arisu. From Alice in Borderland S1 Episode 1



Figure 2. Arisu's Father thought on Arisu. From Alice in Borderland S1 Episode 1

The first minute of episode 1 makes it apparent that Arisu's brother didn't like him and thought Arisu was just a parasite because he kept playing games while unemployed. This scene also demonstrates that Arisu's father did not care about him as long as he stayed out of his brother's way, in addition to his brother's negative opinions of him. Arisu didn't have anybody else to relate to or help him now that his kind mother had passed away.

2. Arisu appearance and character at the beginning of the series.



Figure 3. Arisu's appearance. Alice in Borderland S1 Ep.1

Arisu's lack of concern for his appearance is evident in the first season's episodes, and the clothes he wears in Japan's society demonstrate how NEET (Not in Education, Employment, or Training) he is. He is also a coward, anti-social, unconfident, got no resolve and a game addict. That is also proved by people around him.



Figure 4. Arisu's trembling figure. Karube's thought on Arisu. From Alice in Borderland S1 Ep.3

Figure 5. Arisu's Father thought on Arisu. thought on Arisu. From Alice in Borderland S1 Ep. 3



Figure 6. Arisu's trembling.

Figure 7. Arisu's trembling. Arisu's thought of From Alice in Borderland S1 Ep.3 Karube and Chota. From Alice in Borderland S1 Ep. 3

The third episode of Season 1 reveals that, in the eyes of his buddies Karube, Arisu only ever apologizes. Additionally, it is demonstrated that Arisu had nothing other than his two companions Karube and Chota and had no dreams according to his father.

Arisu's Complication

1. Season 1 - the major turning moment in Arisu's life and his development for fear of abandonment and death.



Figure 8. Arisu's crying. Arisu's regret to
From Alice in Borderland S1 Ep.4

Figure 9. Usagi and Arisu. Arisu's thought of stay alive.
dying. From Alice in Borderland S1 Ep. 4



Figure 10. Usagi. Usagi thought of Arisu's effect on her.
From Alice in Borderland S1 Ep.4

In Season 1 Episode 4 after losing his two friends, Arisu did not want to move on and continued to hold himself responsible for his friend deaths. Then, though, he met someone who accepted him, assisted him, and inspired him by telling him that he was not a horrible person and that he had helped someone stay alive. After losing his two best friends, he expressed his uneasiness by declaring that "it's unacceptable for someone like me to live" and "I didn't want everyone to die." His poor self-esteem and fear of abandonment grow as a result.

2. Season 1 – Arisu started to desire life.



Figure 11. Arisu. Arisu's new resolved.
From Alice in Borderland S1 Ep.4

Figure 12. Arisu. Arisu new resolved.
From Alice in Borderland S1 Ep. 4



Figure 13. Arisu. Arisu new resolved. From Alice in Borderland S1 Ep. 4

Fortunately, he acquires new resolve from just want to give up and changes his way of thinking to just died at the end of Season 1 episode 4, when he played another game with Usagi, the one that he holds dear now. He made the decision to live and to continue the game to reveals the truth about Borderland.

3. Season 2 - Arisu's internal crisis.

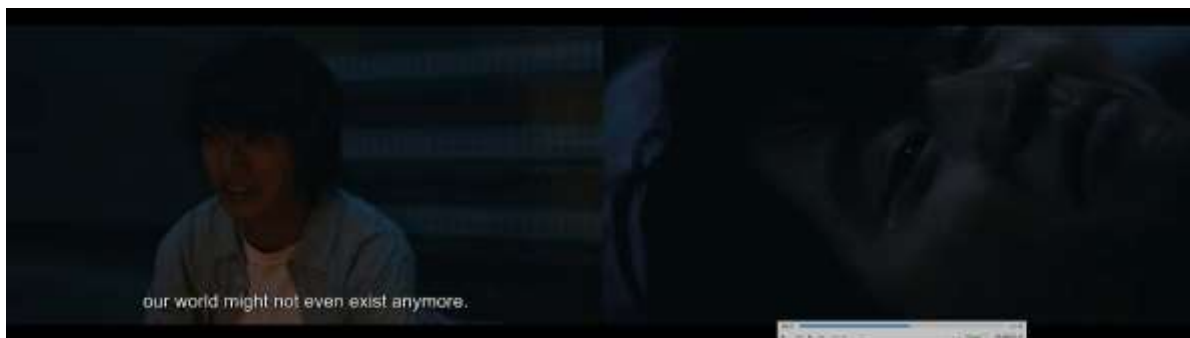


Figure 14. Arisu in despair. Arisu's thought on previous world. From Alice in Borderland S2 Ep.1

Figure 15. Arisu's Crying thinking about previous world.

From Alice in Borderland S2 Ep. 1



Figure 16. Arisu's in despair. Arisu's thought on the truth. From Alice in Borderland S2 Ep.2

Figure 17. Arisu. Arisu's get back on his feet. From Alice in Borderland S2 Ep.2

Because of his poor self-esteem, fear of abandonment, and dread of dying, Arisu gives up on life in Season 2 Episodes 1 and 2 when things turn against him and put him in a bad position. He lacked the fortitude to press on when in despair. But after receiving support from his friends, he finally made the decision to remain resilient. This occurred more than once or twice throughout the series. Only after receiving support or after being reminded by his recollections of his two deceased pals can he ultimately stand up again.

4. Season 2 - Arisu's afraid of being left alone and death.



Figure 18. Arisu. Arisu's cry for the soon enemy. From Alice in Borderland S2 Ep.3

Figure 19. Arisu. Arisu's crying for Tatta death. dead From Alice in Borderland S2 Ep. 3

Arisu lost yet another friend in this scene from Season 2 Episode 3. Not only his friend passed away, but so did his opponent in the video game he had become fond of. Tatta died because he wished to save everyone by giving his life, while the enemy died because their team lost the game. That scene is practically a mirror image of the way he lost two of his closest friends who gave their lives to save him. Arisu expressed his desire for his enemy to live even though doing so would result in the death of Arisu and his companions. Tatta was told by Arisu not to leave him when he took his last breath since he was extremely scared.

5. Season 2 - Arisu's resolved.



Figure 20. Arisu. Arisu's new resolve part 2.
From Alice in Borderland S2 Ep.6

Figure 21. Arisu. Arisu new resolve part 2.
From Alice in Borderland S2 Ep. 6

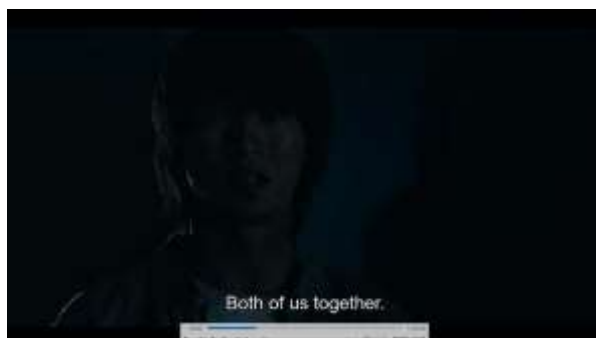


Figure 22. Arisu. Arisu new resolve part 2. From Alice in Borderland S2 Ep. 6

Arisu advised the individuals who had already given up to return to their world in Season 2 Episode 6 by saying that hope is the only thing that can keep them going. Following their victory in the game, Usagi was informed by Arisu that he wished to return to their reality with Usagi, whom he had grown to love.

Climax

1. Season 1



Figure 23. Arisu crying desperately. Arisu get angry to Aguni. From Alice in Borderland S1 Ep.8 Ep. 1

Figure 24. Arisu crying desperately. Arisu get angry to Aguni. From Alice in Borderland S2

In Episode 8 the end of Season 1, when one of the characters named Aguni was messing with people's lives since Aguni's best friend accidentally died by his own hand, Arisu, who detested being alive but was still alive, became enraged. And Arisu, who formerly lived in despair because he lost his two friends and wanting to just end everything resolved to live, it shows that he altered his perspective from dying and giving up to choose for continue living despite the empty feeling he has when his two best friends died.

2. Season 2

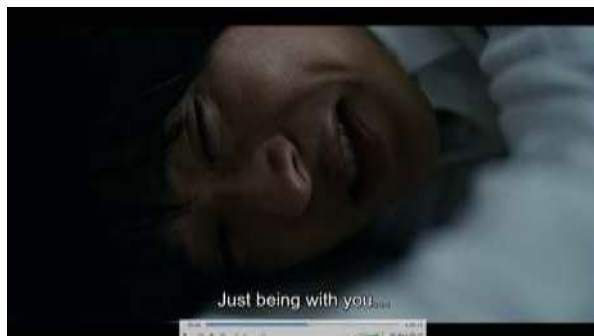


Figure 25. Arisu cry softly. Sad seeing Usagi almost died. From Alice in Borderland S2 Ep.8.

Due to Arisu's vulnerability, during the final battle with the final boss, Arisu became ensnared in a delusion about the reality of Borderland and nearly killed Usagi. Fortunately, Arisu was able to break out of the illusion and keep Usagi safe until the games were won.

Falling Action



Figure 26. Arisu. Arisu's final answer. Alice in Borderland S2 Ep.1

Figure 27. Shibuya's catastrophe. The truth of the real world. From Alice in Borderland S2 Ep. 1

The player who is still alive at the end of the game gets to decide whether they wish to return to the original world or stay in the Borderland. Along with other survivors, Arisu chose to return to the original world, but some others opted to stay. The player or persons who reach the Borderland are shown to be on the point of passing away. Since Shibuya, Tokyo, was the last place Arisu, Karube, and Chota were before being transported to Borderland, they alongside other player are victims of a meteor strike there.

Resolution

1. Arisu's appearance.



Figure 28. Arisu. From Alice in Borderland S1 Ep.8.

Arisu looks much nicer and more presentable than previously, showing that he now takes greater care of his appearance.

1. Arisu's character.



Figure 29. Usagi. Usagi's thought Arisu. From Alice in Borderland S2 Ep.1

Arisu developed courage, brighter, and the capacity to love oneself. At Episode 7 of Season 2, Arisu vowed to change his previous weak and egotistical behavior. He also gets people to change to be a better person according to Usagi and



Figure 30. Arisu. Arisu wanted to change on himself. From Alice in Borderland S2 Ep. 1



Figure 31.Karube. Karube's wish

Figure 32. Arisu. Arisu calling out to Usagi

to Arisu. From Alice in Borderland S1 Ep.1 in Hospital. From Alice in Borderland S2 Ep.8.

Because previously, even though his friend Karube encouraged him to stop being a NEET, Arisu initially refused to lead a regular life and continued to hang out with Karube and Chota. However, when Arisu returns to the original world, right after he woke up from his coma. In order to get to know Usagi, who he had forgotten, Arisu approaches her on the at the end of the series. When the series began, he was reluctant to try something new and afraid to get to know anyone save his two friends. As the series progressed, he grew more courageous and asked someone he did not know because he was interested in to learning more about them.

3. Conclusion

Even though Arisu Ryohei's character faces many obstacles in trying to improve, he eventually succeeds in doing so and becomes a better person. Despite his low self-esteem and past experiences with abandonment and death anxieties. He continues to work on becoming a better person. Even though he takes a circuitous route and even gives up, by the end of the series, he has managed to change. Although a person's trauma or internal conflict might become an obstacle to change, it is not impossible for someone to change. You can still get over it and move past it to become a better version of yourself. Just like Arisu Ryohei in Alice in Borderland series.

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