

# SOCIO-CULTURAL AND SOCIO-PSYCHOLOGICAL POSTMODERNITY IN THE MOVIE WALL-E DIRECTED BY ANDREW STANTON

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**Abstract:** This research has a purpose to analyze the theme elements inside the movie of WALL-E. The theme that is going to be analyzed are the socio-cultural and socio-psychological postmodernity. This research is designed by using the approach of qualitative argumentative research. The data for this research is collected directly from the movie itself, its screenplay and its novel adaptation. The form of the data collected is in narrative and descriptive text, dialogue, symbols and images. The result founds that the elements and themes of socio-cultural and socio-psychological postmodernity truly reigns the movie WALL-E; 1). The socio-cultural postmodernity depiction in this movie shows many aspects such as; the abrupt modern culture and technology, the modern world consumerism, the modern human relationship, and also the government negligence toward its own people. The portion of this theme is 54,8%. 2). The depiction of socio-psychological postmodernity in this movie shows the birth of the agent of change among the society and the abrupt modern world social awareness. The portion of this theme is 29,6%. 3). The pure postmodernity symbols (in a form of either the wordplay or the images used in the movie) that are also shown vividly has the portion of 15,6%. This means that the theme of socio-cultural postmodernity dominates the movie. But alas, due to the connection of every themes of the movie toward postmodern theme, in conclusion, the postmodernity is the theme that truly dominates the movie 100%.

**Key Words:** Socio-culture, Socio-psychology, Postmodern/Postmodernity, Movie, WALL-E, Animated Movie, Andrew Stanton, Pixar.

## Introduction

Literature nowadays comes in different kinds of forms such as essay, short story, novel, etc. As the age grows and technology develops into a finer and more sophisticated form, literature transforms into one of its best form to date, movie. Movie, film, or what others identify as motion picture, is a pinnacle of modern technology which is combined by arts. It is truly different among other literary works. If other works are mostly written, movie is not only written but it is also acted just like a play. Then, what makes it different with a play is that movie incorporate a recording technique so that it can be watched by many people much more accessibly and widely. According to Hornby (2015: 983), movie is “a series of moving pictures recorded with sound that tells a story, shown at the cinema/ movie theater”. So, we can also say explicitly that; movie is a mean or process to record photographic images with camera device that are animated and given visual effects to make it more alive and interesting to be watched. Other statement said that film is a type of visual communication which uses moving pictures and sounds to tell stories or inform (Yuanita & Sumardi, 2018). For that reason alone, movie has become a very strategic tool to convey one mind to many because it is easily accessed by any types of societies and genders. At first, the function of movie might only be as a source of entertainment,



but in time it has turned into a powerful method for education or even a tool of putting doctrines into the societies.

One of the movies which gives a crucial description of social interactivities is a movie that is quite unexpected at first, *WALL-E*. *WALL-E* is an animated science fiction movie produced by Pixar Animation Studios for Walt Disney Pictures in 2008. *WALL-E* depicts an adventure of a sentient, little *Trash Compactor* robot named *WALL-E* (stands for Waste Allocation Load Lifter – Earth class). The movie tells the audience of the condition and situation of a dystopia Earth. The main character tries to revolve around these circumstances while facing *fancy* live problem called love.

The Story of *WALL-E* itself is rather simple. It depicts about a lonely little trash compactor that turns sentient in a desolated earth. This robots has developed a unique personality, disobeying what other robots should do. He is stranded, if not left, by the humans that have fled the earth 700 years ago due to the massive environmental damage happened there. His main job, his only left directive, is to tidy up the planet, making trash cube, one piece of garbage at a time. Then one day, he meets a sleek and shapely probe named EVE. She is sent to Earth on a reconnaissance and scanning mission. Smitten seeing another life form, *WALL-E* embarks on his greatest journey and adventure yet when he decides to follow EVE across the galaxy. Little that he knows, his little entourage will not only change his life forever but he will also change the fate of mother Earth.

This movie describes the postmodern situation of not only the future society depicted there, but also the condition of a postmodern planet Earth. The theme of environment, social culture and psychology, and love that defies the odd, have become the major treats of this movie. In real world, we can see how human manage the wisdom of managing those issues. For environmental problems, we, humans, tends to simply neglect its uprising. Global warming, pollution, overpopulation, waste disposal, deforestation, climate change, are just some to name the major environmental problems we are facing nowadays. These problem occurs, in a perspective, naturally yet uncontrollably. For our social culture and psychology, people tend to be drifted apart funnily due to the cause of the technology advancement. We become too dependent of our modern gadgets and tools that we forget our own kiths and kins. The modern social iteration that has gone out of control creates distrust among others and barriers true bonding activities that every human truly needs. Sadly, this problem also includes how our *wants* and *needs* might not be ours anymore. Something vicious that we enjoy everyday might control us unconsciously. In conclusion, this movie asks us; Can we survive the environmental problems we are facing daily and repeatedly? Can we gain the lost connection towards humanity once more? Can we truly fight back the twisted programmed rules of the society and its culture? These are the problems that are elaborated by *WALL-E*. Based on the background above, the writer conducts a research with the title: *Socio-cultural and Socio-psychological Postmodernity in the Movie Wall-E by Andrew Stanton*. This research will be conducted using socio-cultural analysis and socio-psychological analysis that will culminate in a postmodern analysis. This method is intended by the writer to better comprehend the modern world problems portrayed in the movie and to give *a wake up call* to our societies on how malevolent they could really be.

## Method

This research analysis of the movie *WALL-E*, directed by Andrew Stanton was planned and conducted in Jakarta from September 2019 until January 2020. The research process includes the time for searching the materials and literary theories, conducting research and analysis, consulting to advisors/experts, and completing any requirements needed also polishing the whole process of writing.

The methodology used in this paper is the argumentative qualitative research. The analysis of this research is carried out to explore and elaborate deeper into the condition of the society's culture and psychology in a postmodern situation depicted inside the movie. The writer first uses the socio-cultural and socio-psychological analysis where then he culminates it in postmodern analysis.

First, the writer uses the socio-cultural analysis to study the condition of the society that is influenced by its culture. The main problem of the earth's massive environmental problem will be broken down with this analysis. Can the human cultures and habits create that problem in the first place? Can we change such destructive ways of life to save our environment and ourselves? This is why the researcher chose this as his first method.



Next, the writer chooses the method of socio-psychological analysis. This analysis deals with how the society connects to their own mind, their way of thinking. As the age grows and develops, people also grows and develops. We develop not only our way of life, our needs and wants, but also our ways of thinking. As a result, people/society will create a new kind of culture and subculture according to the growth and development of the era itself. This method of analysis is needed because the writer needs to analyze whether the human mind can affect or be affected toward the advancement of not only the age we are living in, but also toward the technologies that has been developed so far.

Last, the analysis of postmodern is taken to bind the two methods earlier. This is done, because due to the fact that all those changes are created not only by the modernized era but also its sophisticated technologies. The postmodern analysis in this research is also intended to deconstruct the false symbols and images of modernity created deliberately by powerful medias and companies all around the world.

The research instrument and data collected by the writer come mainly from the movie, its screenplay, and its novel adaptation. The movie is released in 2008, produced by Pixar Animation Studio, and is directed by Andrew Stanton. The novel adaptation itself is authored by Irene Trimble (based on the screenplay of Andrew Stanton and Jim Reardon) and is released in 2008 by Random House New York. While to support those main sources, the writer also accumulate theoretical books from his collections and the internet library of books. He also conducted extensive library research to find relevant materials and researches. These theories are used as the ground argument to define the terminologies used inside this thesis and also to strengthen the elaboration of the results found in the discussion chapters.

Finally for the data analysis technic, first the writer gathers the data from the movie, its screenplay then synchronizes it with its novel adaption. These data will be in the form of movie scenes in narration, description, dialogues, and even symbols and images, hence; the depictions. When all the data has been gathered, next, the writer list them down based on the depictions they belong to (to a social-culture, a social-psychology, or a postmodern theme). Then the writer lists them again based on their level of importance (from either a culture to a sub-culture or a small to a massive problem). After that, the writer starts to analyze every depictions, dissecting and deconstructing every elements of those things, while also putting supportive theories in the discussion of the analysis, resulting in a complete form of literary criticism.

## **Results and Discussion**

After extensive and long research, the writer concludes the discussions by dividing it into three subtopics. This is intended so the readers can view the formulation inside this thesis far more clearly. The writers has divided the discussion into three parts; the socio-cultural postmodernity, socio-psychological postmodernity and postmodernity depiction. In the socio-cultural postmodernity subchapter, the writer will discuss about how our modern world affect the condition of the cultures inside the society. While in the socio-psychological postmodernity, the writer will discuss about how the abrupt modern technology will also affect how the society thinks about themselves. And finally, in the postmodernity depiction, the writer will talk about the postmodern symbols and imageries in the movie that are actually related to our current time of living.

### ***Socio-cultural Postmodernity***

Socio-cultural postmodernity could be defined as the condition of the culture inside a society in a postmodern era. This is the condition where people's habits, customs, and ways of life have been deconstructed heavily by the modern era that has become so abrupt and corrupted. Then, based on Perera (2014), by quoting Emerald (2004) and Cushman (1990), he concludes that the values of the society has changed ultimately because of the rise of modernity. We learn that modernity has caused the cultural background of the society becoming lost due to the 'advancement of the age'. Then, in the research of the movie of WALL-E, the writer has researched and analyzed the elements inside the movie that can be put into this category. The writer has found four major elements that symbolizes the connection between how postmodernity will affect how people will view and thread their life.

#### ***1. Abrupt Modern Culture and Technology***

Based on Muller (1969:3); "Modern technology may be broadly defined as the elaborate development of standardized. Efficient means to practical ends". This means that any modern technology,



will in the end, should only serve the purpose of helping mankind. And yet, postmodernity has changed all of that. Well, of course not the essence of ‘helping the human’ that has changed. But, it is the effect of all those conveniences and practicality that tend to sway people of what they should actually become.

We can see this from the scene where the captain of the ship that doesn’t know how to read a manual book (00:48:37 – 00:48:58). In these scene, the captain clearly does not know how to operate the manual book. It is purely whimsical and comedic if you see it only by the surface. Yet, what this scene truly symbolizes is the fact that it is the depiction of our society now. The captain does not know how to operate it due to the fact that he gets used to do everything automatically. Everything has been prepared and served for him (these are prominent in many scenes in the movie where the captain and the passengers are being spoiled by many servant robots).

Next, there is also a new culture of negligence and ignorance that grow from the use of the modern technology. We can see this in one of the scenes inside the movie. There, once again, the captain is engulfed in his curiosity about the mother Earth (00:51:18 – 00:52:29). In this scene, though it is also depicted to gain comedic sense, it also symbolizes the abrupt use of modern technology. The captain of the ship (as a human being) should have known about his ‘hometown’ well. The Earth is his mother planet, and yet he does not know anything about it, not even the very basic of it. As it is said before that it is a bit exaggerative to depict such condition in real life. But, what this scene truly describes is how the convenience and practicality of modern world technology has affected human’s level of negligence and ignorance.

Last, modern culture and technology could not only affect our way of life personally and globally but it could also affect the environment. By adopting modern technology, people are forced to go in a cycle of creating products and consuming them. In one of the scenes in the movie (again in an exaggerative manner) shows that the Earth is not only full of trashes on its surface, but it extends to its atmosphere and space (00:31:45 – 00:33:48). In this scene, we can see that before leaving the Earth, the rocket that brings WALL-E and EVE has to go through the pile of satellite trashes. This scene symbolizes the extent of the modern technology devices that was once used as the herald of many people’s life, in the end they are simply trashes. This scene is also (comically) strengthen by the appearance of Sputnik 1 that crashes WALL-E. The once technological marvel of its time, now, just another trash in the Earth’s atmosphere.

End of words, nowadays, we can see how people are benefitted by the modern technology. We can get better and cheaper product, we can also get them anywhere and anytime. What we neglect and ignore, we automatically create the new and modern culture called consumerism. People do need to consume things to keep surviving, but what modern world could serve is actually the ‘post’ of it. Rather than creating better way to consume, we create a modern culture where we over-consume everything. This is one of the danger of modern world technology has created for us; it is none other than the creation of the culture of the modern world consumerism.

## **2. Modern World Consumerism**

Consumerism can be defined as either the activity that spend a lot of money to buy goods or services, or the way of life and belief of doing so. As a support, Miller (2007:248) defines consumerism as “The theory that a progressively greater consumption of goods is economically beneficial; Attachment to materialistic values or possessions”. In this sense and perspective, we can see that Miller is trying to see the positive side and benefit of modernity. But consumerism culture that is promoted by modernity is simply a façade toward abrupt human life.

One product of consumerism that we can see inside the movie is of course related into one of our basic needs, which is food. In one of the scenes we can see that all the passengers of the spaceship are treated with some kind of food in a form of a liquid drink inside a cup (00:41:22 – 00:41:32). In real life equivalent, this scene symbolizes how modern human are served with instant served food, the one that we also call junk food. Junk food is named so because it is the kind of food that simply becomes junk in your body. And, it is considered junk because it has zero nutrients. It is the kind of food that contains a high amount of either fat, salt, or sugar. It makes you full, yet it gives you so many disadvantages. And sadly, even though we have known and tried to avoid this danger, the modern world sometimes (if not most of the time), requires us to consume them because of their conveniences and practicalities.

Then, a far more malicious view of how bad is the effect of modern world consumerism can also be seen in one of the early scenes of the movie (00:03:36 – 00:04:02). This scene shows us the reminiscence of modern world that has undergone its post state; postmodernity. We can see in this scene on how desolated



the Earth has become. It is filled with trashes all over its surface. And around those trashes, we could see many stores and malls completed with their (still working) hologram advertisement. In real life, most advertisements are used to promote new products and such. Yet, eventually, it has become the tool that can abruptly change our culture. We can safely say that advertisement is the thing that prominently increased the buffed off consumerism. This happens because it is actually the thing that amplify and make people to buy and consume things they don't actually need. It is what makes consumerism becomes truly abrupt right now.

To follow through, Nowadays, companies can even go to the extend to try to advertise their product anywhere and anytime they can in order to make better profit in bigger market. In one of the scenes of the movie we can see the extent effort of those companies (in this scene, it is represented by the fictionalized BnL company) (00:34:11 – 00:34:20). In this scene, BnL (Buy and Large) company can even advertise itself in the Moon. This scene depicts how serious a corporate could be in order to gain bigger market. In real life, big companies try neck to neck to compete in the global market creating monopoly (dual/multi-poly in some situations actually) where only these big companies reign supreme. Look at the example of some of these cases such as; *Apple vs. Samsung*, *Honda vs. Yamaha*, or *General Motors vs. Nissan*. Their rivalries are actually good based in one of economic principle. Yet, they truly monopolize the market where little to no other (not to mention 'new') companies could truly compete with them openly. Far worse some other big companies are 'simply' parent-subsidiary companies. Meaning those many big wealthy companies are owned only by several big bosses/owners, the ones we called the 1%.

Going back to the topic of 'advertisement', what so disturbing is that it tries to 'tell you what you want'. In one of the scenes in the movie, we can see how the robot servants give their service to their customers while 'making them good about themselves' (00:41:32 – 00:41:37). In the real world, we can simply say that this scene depicts what we call lip services. Though it is depicted as more into indirect advertising, it is still a technique to allure people to buy your product or service. What so malicious with this type of advertisement is that we let ourselves be swayed and spoiled by the advertiser's words. We would think that we truly need their products or services which actually we don't really need. For example, look once more at those *Apple* or *Samsung* fan boys. Every time they hear a new product is coming, they would simply line up like a clueless herd. Or, look at those gaming communities. Every time a new *Call of Duty* game is published, they will raucously cherished it. Well, those examples might be a little extreme to be used and not to mention a bit subjective. Yet, it is simply a clear picture that you, we, and I for that matter have been influenced by modern world consumerism.

To strengthen the point above, one of the scenes in this movie depicts how it truly looks if we are already too far swayed by this consumerism. We would eventually do anything that those advertisers (companies) would want us to do (00:41:37 – 00:41:46). In this scene, we see that the passengers of Axiom switch the color of their space suit just because of the advertisement they see. This scene describes how easy people decide on a thing simply by hearing or watching certain advertisement. This scene also tells us that we, the consumers, can be easily targeted by these advertisements. In real life, most of the time, we can actually tune off these advertisements. What most of us don't really know is that we are actually targeted unconsciously. Every time we watch movies or our favorite sport programs, log in to our online accounts, buy things online, listen to the radio, ride public transportation, etc. We have been targeted by those advertisements. Starting from product placements in the movie and sports team's sponsor, pop-up ads in your online browser, until the stickers on the bus you ride, you have been truly exposed by these ads. Are they going to affect you straightly? Are you going to buy those products straightly? Of course, not. They are intended simply to intrigue you by their ads. If you get 'caught' straightly it's a bonus for them. But, if you now know them by heart, then they have already achieved their goal; which is brand recognition.

Far worse, there are so many false advertising that is used only to enrich some if not a few businessman. Stearns (2001:ix) says that "from eager shopkeepers trying to lure customers into buying more than they need, to product designers employed to put new twists on established models, to advertisers seeking to create new need". So, in the end the innovations of technology can be viewed that they could breed new products that cater to benefit only some people. We, as the consumers, eventually get lured by our fantasy of grandeur into consuming those trivial matters that we actually don't need. For example, in one of the early scenes in the movie, we can see our main character WALL-E does his usual job, digging through those pile of trashes (00:11:02 – 00:11:09). In this scene we could truly laugh out loud seeing the



honest and modest main character simply toss out a precious diamond ring he just finds. This scene simply tries to tell us that the diamond ring has no merit or benefit for WALL-E. But, if you look closer, it actually tells us that diamond is worthless, not only for a funky trash compactor robot, but for all of us. People always try to consider what things are truly worthy for them and what things aren't. Considering this scene, in real life, most people think that diamond is one the ultimate happiness to get. They truly think that it has such value that is worth buying either as investment or patch of love. What they don't know, all is a mirage. The price and quantity of diamond are controlled by mobs and mafia. They first control the supply and demand and they harshly change people's culture by their massive advertisement.

In the end, what so abrupt from consumerism and advertisement is that they target everyone regardless their nationalities, sexes, and even ages. When that comes to mind, kids can actually be affected easily by advertisement that can make them overly consumptive. In one of the scenes in the movie, we could see how a bunch of babies are being thought by robot teachers (00:41:14 – 00:41:20). Well, there's nothing wrong about being taught by robot. But, what we see in the scene is how comedic yet horrendous it actually means. What the robot is teaching is actually to make those babies to recognize certain brand. Again, though it's whimsical, comedic, and exaggerative as it might be, the scene is shown to depict how dangerous advertisements for kids really is. Kids in general are especially vulnerable to advertising because they lack the experience and knowledge to understand and evaluate critically the main purpose or function of a persuasive advertisement. Far worse, for kids in pre-school, they cannot distinguish and differentiate between reality and fantasy. Hence, for instance, if they watch TV or even YouTube channel these days, they can't distinguish what's real or fake, and even which is right or wrong. To be more specific, those kids are still in the pre-operational stage (according to Piaget's cognitive development theory (1969), quoted by Chaer (2009:105)). This is why many countries have put many rules and regulations regarding advertisements for kids in order to guard them from the dangerous effects of consumerism.

Sadly, the effect of advertisement and consumerism culture is worsen by the postmodern effect of how parents nowadays view the problem of childrearing. Based on Stearns (2001:54), "parents began to find it increasingly normal to deal with behavior problems through consumerist manipulation – and children clearly added consumerism to their own evaluations of their position in the family". This indicates that parents nowadays give some kind of gratification toward their children. This is meant that the children will be controlled through the reward and punishment system. If the children behave well, they will get the toys they want. If they act in-accordingly, no reward will be given. This way of educating the children is simply an excuse of parents that don't want to be involved more emotionally with their kids toward their nurture.

To conclude, consumerism can truly give people reverb effect of modernity. Though at first we may enjoy the advancement of modern technology of its convenience making us products that we want, in the end, the sub-culture of it (hence the consumerism) will trap us in limbo. Consumerism can also affect people further. Based on Neal D. Emerald, quoted by Perera (2004:250); "It affects the psychological health of the individual through erosion of the true self and replacing it with a false self, and the spiritual health of the individual" This statement further support the notion that consumerism will mislead people to think that what actually bad for them, is (at least) okay and good for them to have. It will make people find their true happiness not by being connected by people but by pursuing the goal of materialistic behavior and self-wealth.

### **3. Modern Human Relationship**

The next trait that will be affected by the advancement of modern technology is none other the society or the people's relationship to each other. As it said before, that the purpose of the creation of modern technology, is to help and assist people to do their activities. Yet, the conveniences and practicalities of those gadget in return has diminished the value of human relationship. For example, in one of the scenes of the movie, WALL-E can finally see the human kind for the very first time (00:39:32 – 00:39:44). In this scene, we can see how ridiculous the scene is depicted. The first person is talking to the second person using his remote communication device. While actually, they are sitting next to each other. In real life, this translates into how modern people tend to choose their gadget for daily communication. Yes, it's convenience to use, but in the end it actually erasing the emotional value when you can actually communicate straightly. The emotions that we bring in a communication can truly bring the messages through. It also smooth the process of communication. Without bringing these emotions inside a conversation, we can potentially create many disadvantages. We can have misunderstandings that could



lead into temperamental acts which eventually end good relationships. This is one example of how modern human relationship is truly disrupted by the development of modern technology. The technology that should have supported the communication of modern society, in reverse, it has blocked the annals of understanding between people. As Tannen (2004:5) argues that the purpose of communication; “should lead not only to a better understanding of ourselves and of those with whom we have relationships, but should also lead to improved communication. Our language shapes our lives in numerous, complex ways.” In this statement, we can see that if we lose the means to make a better communication toward and between people and society, it would mean that we will also lose the way to understand each other. And, eventually we will lose sight of others, creating a distance and eliminating the true human relationship.

Next, we now know that modern world has created a sense of negligence and ignorance to individuals. And, this matter actually extends to how modern people also neglect their surroundings, including other people and the situation they are in. In one of the scenes in the movie, we can see a scene where a character named Mary meets WALL-E for the very first time (00:41:48 – 00:42:31). In this scene, we can analyze two things. First, we can observe that Mary is fully occupied with her conversation when WALL-E is trying to ask her to give a way to reach EVE on the tram. This scene symbolizes how the modern society reacts to each other. Modern people can simply ignore and neglect their own kin if it doesn't really concern them. As long as it is not important for them, they wouldn't care that much. Well, that explanation is quite in the side of the extreme description. And yet, it truly happens occasionally in our modern world. For example, we can often see now how people getting temperamental for vague to no reason at all. From people that couldn't wait in line patiently, empty debates in online media, until how most people ignore the tragedies around them. These are just some examples we can find around us. Second, the other thing that we can analyze is; we can see the symbol where the modern world and its advancement has also damaged not only the basic human relationship, but also the romantic relationship of many. Here, before Mary gives WALL-E a space to move forward, she is talking through her *holo-intercom*. What's interesting that she mentions about *holo-dating*. This terminology can actually describe how modern world society has to be engaged in a virtual world first before they can find their true match. In real life, we can see how online social medias and dating websites have become a place where people can engage more intimately compared to what they can find and try in real life. Not to mention how these things can lead to serious disadvantages, ranging from scams, frauds, and even worse murders.

Then, in one of the scenes in the movie, we can actually see how pure human relationship can be easily achieved. This is the scene where the character John and Mary meet for the first time while watching WALL-E and EVE 'dancing' through the empty space (01:00:38 – 01:01:10). In this scene we can see that the simplest thing to do to bond with other people is to start talking to them. John and Mary that has been 'released' from their 'screen prison' can notice and feel more things than other passengers. They can notice each other and start to bond and befriend to each other (which actually starts from romantic attraction). As Quirk (2008:238) says; “True love is not chosen. True love chooses you. Falling in love is something that happens to us. We can't help it.” In short, throw away all of your pretenses, and go out there and find your ultimate life match because that's the way human should live their life.

Finally, if we see and dig it further, what actually human/people want is only to be engaged with each other. Human is social creature. That's why they create something called a society. We know that human can't live alone. We will always need the help of others to survive. And that's also why we try our best to maintain good relationship between each other. In the other hand, the advancement of modern technology has a massive potency to ruin the relationship that we have built so far. In an early scene of the movie, we are shown how WALL-E, a robot that has gone sentient, shows a depiction of loneliness and wanting a companion while watching a clip from a movie (00:07:34 – 00:08:00). In this scene, we can see how this main character feels truly lonely. He has lived in the desolated world for so many years (700 years to be exact). What he really wants is a simple (romantic) relationship with someone (or something for that matters). In real life, this translates that no one wants to be and live alone. We will always want to stay connected with others. We want it because we still want to socialize with other people in order to rid ourselves from loneliness, boredom, and even insanity.

#### **4. Government Negligence and Ignorance**

The last socio-cultural postmodernity depictions we could see in this movie, is none other than the abrupt governance displayed by the supreme true leader of the ship of Axiom. We've heard the saying



‘power tends to corrupt, absolute power corrupts absolutely’ so many times. This saying is not an empty saying. It comes from the experience of human history that has shown that every man in power would have the tendency to use their gained strength for the good of their own. Man in power, hence the government itself will try to keep their power as long as they can. They will go from the extent of lying, distorting and hiding the truth, until putting heavy measurement to make sure no one will disrupt and disturb their tyrant reign. As Tabachnick (2006:30) quotes Aristotle about what tyranny means; “This tyranny is just that arbitrary power of an individual which is responsible to no one, and governs all alike, whether equals or better, with a view to its own advantage, not to that of its subjects, and therefore against their will.” In short, Aristotle tries to explain that a tyrant is a figure of authority that in the end will resort to his/her own advantages. This tyrant will try to govern and lead his/her people forcibly to ensure his/her own survival. This by means, this tyrant will do anything in his/her power to keep dominating by forces. The tyrant would enforce violence, disguise, and even scheme in order to keep reigning in his/her throne.

First, in one of the scenes in the movie we can see how AUTO, ‘the real’ authoritative figure in the movie, refuses to tell the captain about the truth of the ship’s secret directive (01:07:19 – 01:07:57). Here, we can see that to protect a secret that it thinks can serve the passengers of the ship better, AUTO deliberately decides that it is the best course for everyone. It denies the fact presented in front of it. It also rejects the other authoritative figure, the captain of the ship himself (the supposedly the highest rank leader). In real world, we can translate this into the description of how modern world government tries to hide many secrets to its own people. They would either think that it wouldn’t concern the people, or it is just a small and trifle matter that people better of not knowing, or even, they are actually afraid that if the secrets are found out, it would spell their own doom.

In the other scene of this movie, we can also see how the government reacts through its heavy counter-measurements. In this scene we get a glimpsed on how the robots that are deemed ‘broken’ get confined (00:52:20 – 00:53:18). In this scene, we can see how the ‘broken’ robots are treated in the ‘service station’. This station actually depicts the prison in real life. Those who are deemed broken, unworthy, or disturbing are eliminated and moved away from the current society. This is a way that a repressive government would do to simply cure the symptoms of the society sickness. Rather than fixing the real problem, they tend to just calm the ripples created from it. In real life, we can see this through many examples. For instance, to fight rising theft and robbery crime, a modern government would normally increase the security and extend also strengthen the punishment for the crime. What the government can’t see (or wish and decide not to see) is that the root of the problem is actually the rising of the level of poverty in the midst of the society.

Finally, the most abrupt description of modern world government is also shown in one of the scenes in the movie. In this scene, it is shown that AUTO resists the captain further by doing mutiny (01:09:55 – 01:11:42). This scene can actually describe a few things about the corrupted modern world government. First, it depicts how there would always be power struggle in the elite circle. Having and gaining power in either money or politic, can truly corrupt people. No matter if they are naturally good at first, power can change everything. This is why the elites struggle among each other to take the ultimate control. They have been corrupted by their own desire to control and order others by their will. In this movie, we could see that the good intention (at first) of the directive A133 that is uphold by AUTO could really hurt and damage the progress of humanity itself. AUTO might think that human would thrive if they follow command and be quiet. But, that is not the basic right of human. Our basic right is freedom. Next, we can see the tendency of a person in power that would do anything to keep their power absolute. In order to keep their power intact, people in power would protect themselves in any way possible. They would try to cheat their ways, lie to anyone, guise themselves in public, and they can even do violent act to silent others. In this movie we could see how the captain and AUTO has to fight and struggle for the right of power of the ship. These two authoritative figures that should have worked together, in the end have to settle with violence to take the wheel of leadership. Then, we can also see that an authoritative figure or a leader might have strings attached to them (realized or unrealized) from a wire duller. We can see the connection of the government power in an oligarchy manner toward the elites. Before the fight with AUTO, the captain realizes that for so long (more than 500years), the leadership of the ship is a lie. He realizes that AUTO has ‘over-watched’ all the captains before him. Meaning, the wheel of leadership is actually held by AUTO, making all the captain including him simply the puppets. We can see this in real life by looking at how our leaders are



actually the extensions of other elites or figures. And last, we can see that to overthrow a corrupt government, a forceful way of revolution might be crucial. We are shown that to overthrow and fix our government, a return of heavy counter-measurement should be done. In this movie, we can see how hard the captain's struggle to finally 'turn off' AUTO and take back the wheel of leadership. In real life itself, we have seen many examples that the only way to stop a corrupt government, a violent revolution should be taken. For example, it happened in French revolution. A massive unsatisfied and angry people of French marched to Bastille and took their deserved freedom. This event is always depicted as one of the most brutal and grotesque revolutions in the world. As Mignet (2010:9) says in the History of the French Revolution; 'The Revolution rises superior to the crimes and follies of its authors; it has atoned to posterity for all the sorrow that it caused, for all the wrong that was done in its name. If it killed laughter, it also dried many tears.' Well, of course the writer does not have the intention to lead people to simply take arms and fight the government just like that. What the writer wants is actually to give warning signal to modern world governments. If they persist to continue with their corrupt way, then beware of a more corrupt way of revolution that will bring chaos and destruction for all.

### ***Socio-psychological Postmodernity***

Next, we are going to discuss how modern world technology and culture affect the society in a whole. The abrupt and corrupted development of modern world has affected people way of thinking. Not only at the level of individual, but it reaches to the level of the whole society itself. This is the most dangerous effect of a postmodern world, it will change the psychological feature of the people from the aspect of perspectives, habits, cultures, and believes. Based on Robert N. Proctor, quoted by Peels (2016:120); "Certain people don't want you to know certain things, or will actively work to organize doubt or uncertainty or misinformation to help maintain (your) ignorance." In a sense, if people become ignorant toward their surroundings, they will simply be used by others. These wire dullers, will try to direct people's perspectives and opinions toward the outcome they want. In short, 'postmodern' people will no longer have their consciousness be controlled by themselves so that they become ignorant towards their surroundings and including themselves. This ignorance will finally lead modern people to succumb to false images of life.

#### ***1. Agent of Change***

One prominent aspect in the movie WALL-E that tries to be shown over and over again, is the depiction of agent of change. Agent of change is a person that can give such an impact to others (the society as a whole) that he/she will change their way of life completely. In this movie we can see such characterization toward the main characters; WALL-E, EVE, Captain B. McCrea (the captain of the ship), MO, John and Mary, and even the 'rogue' robots.

For starter, in one of the scenes in the movie, we are introduced by the first effect on how modern world can change an individual way of life. In this scene we can see WALL-E is doing his 'usual' routine job (00:11:24 – 00:11:25). In this scene, we can see the depiction of what WALL-E is. It/he is a trash compactor machine (WALL-E stands for Waste Allocation Load Lifter – Earth class). His main job is to clean the earth by compacting the trashes into cubes. Yet, this is a task that he has done for over 700 years. The task that has made all of his fellow workers stop functioning (and dies off). Stupendously, this little funky robot is still functioning and is still doing his job even though no one else doing it and he has no more responsibility to do so. This scene describe how modern world working ethics has changed drastically. Due to 'modernization', people are now 'forced' to work under other people becoming subordinates and employees (if not 'slaves') to their bosses and masters. In the end, this new culture has changed the way people see themselves simply as a working force.

Next, we can finally see a symbolization of how someone (or something in this case) become an agent of change. In one of the scenes of the movie, we will see a scene where MO, a cleaning robot, is somehow 'awakened' because of our main character, WALL-E (00:35:54 – 00:38:50). In this scene, MO that has a task to clean 'foreign contaminants' forces itself to cross its 'line of work' to chase WALL-E. Though, it is depicted that MO does it to 'continue' its work, but it presents us the first step of becoming agent of change. We must step out from our comfort-zone, from what we usually and routinely do, and simply start to have different perspective. As MO does in this movie, it realizes that something that it thinks taboo or out of rule, is something that it can use to find new way of life (shown later in the movie).

In the other scenes of the movie, we could see that this wind of change (due to WALL-E's involvement) also hit the captain of the ship. These scenes in the later part of the movie (near the ending), depict how the captain finally realizes that he can actually make a change to the beloved Earth (01:04:57 – 01:05:10). In this scene, after watering the plant (given by WALL-E), the captain realizes that to restore the broken earth, what he has to do is 'simply' tend and treat it better. This scene shows that to become an agent of change, someone has to realize the truth first before taking action. We have to radically change our perspective so we can see the basic or real problem that we are facing. By knowing the real problem, we can then start to analyze and dissect it. In the end, we can finally find a conclusion to resolve the problem for the better of not only us but also other people. By analyzing the two scenes earlier, by becoming an agent of change, we can also make anyone that we 'touch' as also an agent of change. As Schaller (1972:i-ii) argues; "people can profit from the experiences, reflections, and insights of others.---- by action or by inaction every person does influence the future. Therefore, in one manner or another everyone is an agent of change. Some people are passive agents of change, others are negative agents of change, and an increasing number are becoming affirmative agents of change." In brief, everyone can be an agent of change. In this pretense of text, we can even argue that doing nothing will also contribute to the change we can gain. But, of course to create and achieve mutual and better change for all, we should all contribute so that the change will not, in turn, make things changing for worse.

Next, the scene following is the scene where AUTO (after being forced) finally tells the captain about the secret directive A113. After this realization of truth that the captain has endured, he finally decides that human should belong back in the mother Earth. He decides that the spaceship, Axiom with all of the passengers should go back to Earth and tend and treat her in order to restore back her glory, becoming the beautiful and prosperous place for living once more (01:09:02 – 01:09:35). In this scene, the captain tries to convince AUTO that they should go back to Earth and treat her. And yet, AUTO insist with his secret directive. This scene, in a perspective, shows that an awakened person would have a great desire to change and revolutionize the abrupt condition where he/she is in. The captain's persistence of not wanting to survive but to live, hits the most of what most people actually want or at least should do to really be a human. In short, what this scene describe is that we, as a human, might survive by following the guides and paths that are already laid in front of you. But, being alive is actually not to simply follow those guides and paths. Being alive is to be able to decide by your own will, your own way of life and reform also revolutionize yourself into a better stage of live. This scene also tells us that to get such an awakening, we must first acquire rational will. As Moggach said, quoted by Tabachnick (2006:59); "The rational will is spontaneous in its independence of causes that might determine it without its own compliance. It is self-causing, because it admits the rules or maxims that are to determine its action, rather than being simply determined by external pressures or unexamined inner drives. It is self-legislating, by adhering to rationally justifiable criteria." Moggach tries to tell us that 'rational will' comes independently. It comes without any kind of internal or external pressure. We, human, can become rational because we can finally and truly understand what is universally just.

Finally, we can also see the scene where the captain's sheer will and desire make him 'stand and walk' (something that he couldn't have done easily based on the plot of the movie). This is the scene where he eventually faces AUTO physically in a fight that will determine the future of not only the passenger but also the beloved mother Earth (01:21:57 – 01:23:00). This scene depicts the fight and struggle that has to be done by people in order to win from the obstacle hindering the change they are going to make. In real life making changes (as an agent of change), is not an easy task to do. In order to do so, we will face heavy resistance from people that don't want things to change. And most of the time, these people are the authoritative figures; bosses of conglomerates and even the government itself. These people will try anything to make obstacles for the agent of changes because they believe and know that the effort coming from these radical agents might influence many other people (making them also agent of change) and eventually interrupt their beneficial position inside the society.

In one of the scenes in the movie preceding the fight between the captain and AUTO, we are shown how WALL-E, EVE, and the rest of 'rogue' robots are targeted by AUTO because it knows that these agents of change will surely break its secret directive (01:15:50 – 01:17:14). This scene shows us that by becoming an agent of change, we can be scrutinized, judged, and chased down by 'law'. We will be the target of the people that consider us a serious threat and enemy. They think that by the resurgence of these



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agents of change will make their efforts so far retaining their high rank and position in the society will be useless. Either if it is the power of monopoly or politic, these elites are afraid that they will lose the grip of these powers. As Schaller (1979:39) argues that “Since many people initially interpret any proposal for change as bad news, it is not surprising that they tend to express hostile feelings not only toward the proposal, but also toward the person who is responsible for introducing the proposal.”

## **2. Social Awareness**

By the advancement of modern technology and culture, people could really be supported in many ways. As it is mentioned over and over, it creates conveniences and comfort toward modern people/society. And yet, once more this utopia has proven to be the post of it; a dystopia instead. The way of life of modern people has created a collected cognitive that is tend to be abrupt. The hence social awareness that we have right now goes into a direction where it actually create disadvantages. It creates a serious problem we call social ignorance.

Social ignorance or negligence is the society condition where the majority of people privately reject a norm or a principle, and yet they go along and follow it because they think and assume (wrongly) that most others also accept it. This term also means that we deliberately ignore certain things that happen around us simply because it is not important for us or worse, we don't really care. In this movie, we can see a scene where Mary gets 'awakened' from her ignorance because of WALL-E (00:42:32 – 00:42:54). In this scene, we can see that Mary that is fully occupied by her *holo-screen*, ignores WALL-E completely. After she gets distracted, she then realizes the environment around her. She realizes that she is living in an exciting environment. Stupendously, she also realizes that the ship she has been living in for a long time has a lido deck. Though this movie treats the scene in an amusing way, this scene describes the real life modern society that most of the time also gets distracted (mostly by their modern gadgets) so that they ignore and neglect everything around them. This social ignorance and negligence will lead people into a worse social condition called bystander effect. Basically, the birth and growth of bystander effect happens because of the rising of social ignorance and negligence among the people/society. Based on Coloroso (2003:26); “The majority of peers become bystanders because: They are afraid of getting hurt themselves, They are afraid of becoming the new target for the bully, They feel that by intervening they will only make the situation worse, They do not know what to do, and finally These fears and lack of skills turn to apathy.” We can say that bystander effect or bystander apathy itself is a social psychological condition where individuals are less likely to give and offer help to a person or a victim that needs help when other people are also present. The more and the greater number of the people that are bystanding (or becoming a bystander), the less likely that they would actually give and offer the help. The term itself is popularized in the 60's. At that time the murder of Kitty Genovese became a nationwide attention in the USA. Kitty was murdered in Queens, New York at 3 AM. The most horrendous thing is, the event of crime was witnessed by 38 persons that didn't intervene or even call the police for help.

In the movie itself, we first encounter this bystander effect in a scene where WALL-E is chasing EVE and he meets John for the very first time (00:40:27 – 00:41:05). In this scene, we can see that after John falls from his *hovering-chair*, though many persons are presents there, no one stops and help him. Those people around John are busy doing their business watching their holographic screens, 'nailed' into them. In real life, we can see this when an event such as accidents or crimes happens in front of large of people. The people that become bystanders would either be late to give and offer help or they wouldn't give any help at all. Far worse, our modern society could tend to watch the event as something that is 'amusing' and simply record it in their phone to post it in their social media.

## **Postmodernity Depiction**

The term 'postmodern' would have different meanings in many different aspects of life. First let's take a look at modernity. We learn from Derrida that Modernity is something that most people or society would truly want. They desire it because they think modernity is a way of the future. A future that could lead these people into a utopia. They would also think that the utopia they would get is the ultimate paradise of mankind. And yet, modernity isn't just a topic or a mere dream. It was and it is actually a movement. Based on Derrida, quoted by Horrocks (1995:75-76), he argues that; “Modern has come to describe the kind of society that has developed in the West over the last few centuries: one committed to material progress and technological innovation. The overall goal is an improvement in living standards, both in

qualitative and quantitative terms; more personal freedom and control over one's environment; more, and better, consumer goods." In conclusion, modernism is the movement where the society leans toward their dreams of the age of modernity. The age where people are sure and optimistic that their life and their future will be guaranteed to have a pleasant ending. And little that those positivist know, they will have to encounter the next coming of age. And thus, we will talk about postmodernism and postmodernity.

Postmodernism is a movement that is developed in the mid to the late 20th century. Some also said, it marks the beginning of the 21st century. It is a movement across the aspects of human life starting from philosophy, arts, architecture, and even criticism. It is also a movement that revolts toward modernism. It revolts toward the stiffness and the perfectness of modernity. Thus, it can also be said as the age after modernity, the postmodernity. Based on Hoffmann (2010:14); "Postmodern art grows out of and participates in the new postmodern spirit but it also has its own rationale as a language of art. Its rebellion against the rigid art ideology of modernism creates a new mode of experience, a new consciousness, a new intellectual style and, above all, new playful possibilities for the imagination." Based on this opinion, we can say that postmodernism is a kind of movement that was born because modernism has halted new ideas and principles to be grown and cultivated. Postmodernism rebels against the over-perfect modernism that is mostly adored by many. When people finally see that they are actually trapped inside the cage of modernity, then postmodernity becomes the key to release all those locked ideologies. The ideologies that would not be able to be sown and reaped in the rigidity of modernity. In conclusion, postmodernity is not merely the age after modernity, what makes it significant is that this principle is created because the old seemingly glorious principle can no longer trick people to be inside its fake perimeter. To support this idea, we can also see the perspective of Jean-François Lyotard. Quoted by Horrocks (1995:76), according to Lyotard; "The postmodern condition is that in which we stop believing in the 'meta-narratives' of history, and concentrate our attention on the development of new 'knowledges' that help to break the power of such narratives." In this perspective, Lyotard tries to explain that the condition of postmodernity will allow people to really see the truth in front of them. They will not be deceived anymore by the grand-scheme (of meta-narratives) ousted by either the oligarchs or rulers. And to further the argument, he also stated, quoted by Horrocks (1995:77); "Many now dissent from what modernity represented, arguing that it has become an authoritarian system that oppresses the individual. The Greens point out that our obsession with technological progress has despoiled the planet, and perhaps even put our survival as a species at risk." Here, he points out the tendency of authoritarian of modern world government. It is a signal that modernity can also bring about a modern tyrant. Lyotard also puts the remark that our technological advancement will in turn be the tool and device that will demise us in the future.

To look further, modernity, as we have discussed before, mainly implies on the advancement of technologies. In practical world, that would translate that it is the development of capitalism and industrialism. Capitalism is a way of organizing an economy that the things that are used to make and transport products (such as land, oil, factories, ships, etc.) are owned by individual people and companies rather than by the government. As Jameson (1991:57) says that postmodernism is the dominant cultural logic of the late capitalism. While for industrialism, it is defined more into a social system in which industry and factories are the basis of a country's economy. This means that the culture of the modern society are leaning into a free market policies.

Because our modern society nowadays are focusing on massive developments based on capitalism and industrialism, to analyze the problems we would encounter in this society's culture, we need postmodern analysis. Anderson (1998:10) in *The Origin of Postmodernity* stated that "these apparent contradictions, and demonstrates the importance of 'postmodernism' as a category and a phenomenon in the analysis of contemporary culture". In short, Anderson agrees that Postmodern Analysis is truly needed to analyze modern world splendors. The implementation of Anderson statement can also be further defined as; when the societies raise up and create their cultures and technologies in order to support their life, they develop modernity. Yet, by doing so, they have also created postmodernity. Postmodernity happens simply because modernity loses its grip as the dominant way of life of the people. When this situation is fulfilled, the society will have no other means but to accept postmodernity that will affect them heavily.

In using the Postmodern Analysis, the writer heavily uses the deconstruction technique to analyze the context of the movie. As Jacques Derrida in *Structure, Sign and Play in the Discourse of the Human Sciences*, quoted by Lodge (1994:108), stated that "language bears within itself the necessity of its own



critiques”. Based on this opinion, we can see that it emphasizes on how text or event inside a literary work (including movie) can symbolize and define other meanings differing itself from its lexical origin. Any kind of words or even statements can be deconstructed so we can truly see the real meanings behind them. In connection of this thesis theme of modernity and postmodernity, the text and narration in WALL-E that mostly symbolizes and images modern world situation can actually have postmodern meaning. The kind of meaning that that is hidden cleverly by the director of the movie in order to make a subliminal message. Simply said, the true meaning and concern of the director of the movie that he/she truly wants to show.

The movie of WALL-E by Andrew Stanton itself is a prime example of one of the movies that criticizes the abrupt advancement of our modern world. As perfect as it might seem, and as powerful as practical our modern world is, there is always something that we have to actually pay. The first thing we have to pay is our freedom.

By living in the modern world, we sometimes (if not most of the time) have to sacrifice a fraction of our freedom. Bit by bit every now and then, eventually we will lose all of our freedom. For example; as starter, look at how we sell our information or data freely to others with our own consent (or in a sense without it). When we log to our computers or phones, we are ‘forced’ to use our accounts. What most people don’t realize is that these accounts that are filled with our personal data and information can be used into our own disadvantages. Ridiculously, most people also don’t realize that they ‘allow’ it to happen. They ‘simply’ don’t read the user agreement. Other examples related to this including; vague ownership right of the product that you buy with your own money, the monopoly of the conglomerates that don’t only control the market but also implement their product obsolescence, etc.

In a more common thing that we all share is that, the people/society around us also force us to follow the norms and principles that somehow has gone abrupt. For example, the view that someone (a kid) should grow into a person that is successful in life, having a good job, having a good family, etc. well, this kind of view is actually positive, but let’s deconstruct it a little bit. First, by giving a person such expectation, meaning you are forcing and stressing him/her out to do his/her very best in life, even though it is not really what he/she actually wants. This eventually stop a person from their actual progress, dream and hope. Next, you close the possibilities of a person to evolve from the traditional norm that has been enforced abruptly. In short you prevent, chain and imprison the next generation. They can no longer improve themselves and revolutionize the world to become better; for instance, becoming an agent of change.

In this movie, we can see the depiction of ‘wanting freedom’ right at the opening of the movie. In this scene, it shows the shots of the universe and after that it zooms to our desolated mother Earth (00:00:47 – 00:03:07). Though this scene is intended to simply introduce the condition of postmodern Earth, it actually symbolizes something deeper. While we are dragged from one shots to another, we are accompanied by the song ‘Put on Your Sunday Clothes’. This is a song coming from the movie Hello Dolly. It was sung by Cornelius Hackl (played by Michael Crawford) and Dolly Levi (Barbara Streisand). This song depicts how Cornelius Hackl and his friend Barnaby Tucker get fed off by their heavy over-workload and decide to ditch their work so that they can truly feel freedom and life. As Bauer, quoted by Moggach, in Tabacnick’s book (2006:55), defines freedom as; “conscious, creative activity, transforming the objective world in the image of subjectivity and reason.” This song rhymes with what this movie tries to depict. This song symbolizes the struggle of modern world workers that get strained and stressed out because of their routine. In short, it also describes how sad the condition of our working force these days.

In the other scene in the movie, we can also see other symbolism of postmodernity. In also one of the early scene, we are shown the reason why human on Earth flies to space leaving it desolated (00:04:02 – 00:05:47). Though this scene is used as only a prologue and exposition, one thing we should notice is that how clever it puts a postmodern symbol in it. We would notice the name of the ship is Axiom. Axiom itself means as something, a claim or an assumption (a postulate) that we accept as true as an established rule or principle that is also accepted widely by other people. In short, you can say that it is the truth that most people believe. Based on Lash (2013:5), “the reality which is once again foregrounded turns out itself to comprises images or representations.” In short, the image of Axiom in this movie, represents the concept of postmodernity. This reference is truly smart and ironic because the depiction is just perfect. The people inside Axiom believe that living inside the ship is the final utopia. This postmodern effect is worsen by the

fact that the ‘true’ captain of the ship, AUTO, tries to maintain his status quo with upholding his secret directive of A113.

In real life, this scene translates that most modern people accept their situation and condition simply as the part of the system. The society should be the part that is actually the most integral one. Yet, because the reason of conveniences and practicalities, modern people succumb to postmodernity, making them more as willing slaves. We are now afraid to say what we really want and feel. We are afraid that it will ruin our position and well-being inside the society. We are also bound by traditional rules and principles that ties our way to improve our self-existence. In this postmodernity we have truly lost our own will and freedom. As Baudrillard said, quoted by Horrocks (2000:5), we are actually living in a simulation. “Simulation describes the late modern revolution in communications, cybernetics and system theory that generates sign systems organized not simply to conceal reality, but to produce reality from the models or codes of the mass media, the political process, genetic and digital technology.” In a sense, Baudrillard’s statement adds an explanation to the impact of postmodernity. The use of powerful mass media, the reign of the oligarchs, and the gap of technological advancement, has finally made human succumbed to the abrupt modernity they have once embraced. These modern products has managed to create illusion of either safety, comfort, or even grandeur for their subjects.

The last postmodern symbolism we can see inside this movie is actually another smart contraption. This scene shows us on how our two main protagonists meet for the very first time in Earth (00:22:17 – 00:23:25). In this scene, we can see that WALL-E finally meets another ‘living’ thing beside himself. He gets intrigued and curious and starts following her. Until finally, we find out that her name is EVE. By the revelation of the name itself, we now know that the name WALL-E itself is an anagram and word play of ADAM. In other words the story of this movie tries to imitate and depict the journey of the first man and woman; Adam and Eve. The general idea is that; Adam and Eve got banished from heaven and they had to travel to an empty and desolated place; the Earth. Even though they were separated at first, they could finally meet and started human civilization on Earth.

From this idea, we can infer that the main characters, WALL-E and EVE, are symbolized as the messiah figures for the broken Earth. They have to work together in order to rebuild the civilization that was once flourished. In a sense, in a postmodern perspective, this symbolization means that our modern world which has been acknowledged by many as a perfection or a utopia, has truly broken and corrupted. As Matei Calinescu, quoted by Horrocks (2000:13), “...in our age the myth of progress appears to have been largely exhausted. It has been replaced by the myth of modernity itself. The future has become almost as unreal and empty as the past.” In short, this age has abruptly led human toward their own destruction. And eventually, in order to avoid all the destruction and even the unavoidable doomsday, we will be sent the messiah of the modern world. These messiah are none other are our own kin. They are the agents of change. They are the people that dare to break the abrupt common and traditional norms of the modern world. They are the one who dare to speak their minds and actually do something about the real problem (not simply curing the symptoms). They are the ones that will truly change the course of human’s civilization toward a better future.

## Conclusions

Movie reflects one’s culture perspective and point of view. It tells us exactly how a society would react in a certain situation or when they are facing a certain problem. It gives us a vivid look and image of the tradition and habit of a certain culture. This is why a movie is a great source for a thesis research. Not like a book that can only give us symbolization and depiction from a descriptive text, movie can also give us an exact imagery toward not only from still images but also from active movements of the characters inside of it. Because of this, movie can be researched in many ways. We can analyze its dialogues, its description of certain events, and even its vivid symbolism and imagery. That’s why the writer highly suggest the use of movie as one of the best source to analyze the society we are living on starting from their culture until their behaviors and ways of thinking.

Next, the writer also suggest future researchers to be eager take a qualitative research. The writer has found that the fashion of most postgraduate students culminate in a quantitative research. This happens due to the fact that most postgraduate students use both their work environment and experience to write



their theses. Those are certainly a great way to either save the time or make their work easier. But what they don't realize that actually a qualitative research will have a better lasting effect for future research. What the writer has experienced and analyzed thoroughly is that most quantitative researches focus mainly on study cases. Meaning it simply would only be related or connected into further research yet aren't that relevant. But a qualitative research can bypass the relevance factor far to the future. Meaning, because a qualitative research can focus itself to predict many steps ahead, in the future, it can still be very much relevant. This is why the writer highly suggest future researcher to take on a qualitative research so they can also give better benefits and contribution towards the next generation.

Last, the writer would also propose to future researchers the theme of postmodernity. These postmodern theme is crucial because it tells us about the abrupt and corrupted modern world. Although, the modern world has brought us many benefits and advantages, it could actually harm us. By analyzing this theme, the writer hopes that people could be aware by the danger of their own negligence and ignorance resulted from the conveniences and practicalities they gain from modern world. In addition the postmodern theme can also be connected into other themes such as; socio-culture, socio-psychology (the ones used in this thesis), history, art, etc. All in all, we can use this theme to analyze many elements inside a movie.

Finally, as a closing, the writer truly hopes that this research of socio-cultural and socio-psychological postmodernity in the movie WALL-E could truly beneficial for all the readers and future analysts. In the future, this thesis can be used as guidance to unravel more mysteries of our modern world. Such things that haven't been discussed in this thesis, for example; what will happen after the postmodernity, further research on consumerism towards kids, how to break free from modern capitalism, etc. So, end of words, the writer also hopes that this thesis can become such a beacon of warning for modern society. If our modern society couldn't really change our way of thinking and living, we would really harm and damage ourselves into a point of no return. Because, if we keep our negligence and ignorance toward our own world, we should be truly ready if our world, in turn, neglects and ignores us in the end.

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