The Analysis Of Face Theory Based On The Five Basic Emotions From The Movie Inside Out

Analisis Teori Wajah Berdasarkan Lima Emosi Asas Daripada Filem "Inside Out"

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ABSTRACT

Humans interact by sensing each other's face expressions to build social relationships. The way people respond to each other indicates reverence and respect, and this is considered as a sign of approval. This study focuses on Face Theory proposed by Brown and Levinson (1987) which centers around how people want their objectives, possessions, and accomplishments to be regarded as desirable by someone notably significant to a specific objective. The movie Inside Out was chosen for the study because it the theme of the movie is materializing human's emotion by illustrating the face and emotions of human beings. This study aims to identify the positive and negative faces based on the five basic emotions (Joy, Sadness, Fear, Anger and Disgust) shown by the main character from the movie. This study is designed as qualitative research. The data is taken by watching the movie and transcript relevant script. The findings show that the main character performs positive face under the influence of emotion Joy and negative face under the influence of Anger and Sadness in accordance to the situations. The findings allude those negative emotions are needed equally as much as positive emotions to properly express oneself. Although human's face and emotions can be masked, it is necessary to be expressed instead of being suppressed only.

Keywords: Politeness, Face Theory, Basic Emotions, Film, Qualitative.

ABSTRAK

Manusia berinteraksi dengan saling menyedari ekspresi wajah masing-masing untuk membina hubungan sosial. Cara seseorang menyapa dan membalas komunikasi antara satu sama lain menunjukkan rasa hormat, dan ini dianggap sebagai keharmonian interaksi. Kajian ini memfokuskan kepada Teori Wajah yang diusulkan oleh Brown dan Levinson (1987). Teori ini tertumpu kepada bagaimana manusia mengharapkan bahawa objektif, hak milik dan pencapaian mereka dianggap sebagai perkara yang diingini oleh orang lain bagi mencapai objektif tertentu. Filem Inside Out dipilih untuk kajian ini kerana filem merupakan salah satu bahan materi yang menggambarkan wajah dan emosi manusia dengan tepat. Kajian ini bertujuan untuk mengenal pasti wajah positif dan negatif berdasarkan lima emosi asas iaitu gembira, sedih, takut, marah dan jijik (Joy, Sadness, Fear, Anger dan Disgust) yang ditunjukkan oleh watak utama filem tersebut. Penyelidikan ini dirangka sebagai penyelidikan kualitatif. Data diambil dengan menonton filem dan transkrip skrip tersebut. Dapatan kajian menunjukkan watak utama melakukan teori wajah

positif di bawah pengaruh emosi gembira (Joy) dan teori wajah negatif di bawah pengaruh emosi marah (Anger) dan sedih (Sadness) sesuai dengan situasi. Ini menunjukkan emosi negatif juga sama penting seperti emosi positif untuk mengekspresikan diri dengan tepat. Walaupun dalam pergaulan sosial, seringkali dinasihatkan bahawa wajah dan emosi manusia boleh disembunyikan, tetapi penting untuk dinyatakan dan bukannya dipendam semata-mata untuk menjaga keharmonian sosial.

Kata kunci*: Kesopanan, Teori Wajah, Emosi Asas, Filem, Kualitatif.*

1. Introduction

Communication plays a vital role in our life be it during interaction with family members, friends, acquaintances or even strangers. People cannot live on their own; they need interaction to have a purpose in life. Human relationships are formed depending on the manner they communicate with each other either verbally or non-verbally to convey meaning. Communication is a tool that people use in order to keep updated on each other and their environment (Culpeper, 2011). Forms of communication can be either verbal or nonverbal, such as gesture in agreement, facing away and sighing, or any of a variety of other gestures.

Communication cannot be separated from politeness because it is related to the choice of words and behavior of people in their daily conversation (Redmond, 2015) which indicate that the fundamental of communication is politeness (Brown & Levinson, 1978). People need to be aware of politeness in order for their message to be understandable and well received by everyone else. Politeness ensures that your message is delivered and received in the manner the person you are communicating with desire (Watts, 2003). Takhtarova (2015), stated that politeness in communication reflects a person's communicative conscience which includes the foundational understanding of communication as well as the norms and expectations of others. Partially, politeness theory is based, on the ground that there are two types of faces consists of positive face and negative face. Brown and Levinson (1987) regard positive face as an individual's desire of hopes and needs to be acknowledged in a social setting which the method of maintaining a good and constant self-image. While the negative face reflects an individual's demand of freedom in terms of action and speech as well as for freedom from imposition, and the capability of deciding what they want to choose in life. These two face types acknowledge that the face include an individual's face needs for liberty and capability.

As animated virtual characters in games, movies, and other applications get more humanlike, the ability to mimic the complex facial behavior of a real human becomes increasingly vital. In this paper, the face theory will be analyzed through the five basic emotions that have been illustrated in the movie Inside Out. According to most studies (Johnson-Laird & Oatley, 1989; Ortony, & Turner, 1990; Ekman, 1992; and Reisenzein, 1995), Anger, Fear, Sadness, Disgust, Joy and Surprise are all emotions that can be felt. Understanding our emotions is crucial to maintaining mental wellbeing. All emotions have varying degrees of intensity, and we use words to express and construct our inner emotional experiences. Emotions have a physiological component as well; each emotion is felt in the body in a unique way (Johnson-Laird & Oatley, 1989). The movie Inside Out has been chosen as the subject of this study which the main character, Riley portrays five basic emotions; Joy, Sadness, Anger, Disgust and Fear, that will be analyzed in this study.

1.1 Statement of the Problem

Communication occurs when two or more people exchange messages or information between each other in conversations. It is very important for people to take into account every aspect of how they are relaying information including politeness. Ideally, people will try to be polite to maintain their image using utterances while communicating with others in order to make the communication run smoothly or just refusing the request politely so that other would not be hurt by it (Praktiknyo, 2016). There are some situations where communicative behaviors are not subject to politeness prescriptions only, as some situations in which behaviors might be viewed as impolite (Culpeper, 2011) such as by making a sarcastic comments or insides jokes with strangers, laughing at someone's opinions, being distracted by phone during conversations and many more. It is beneficial to practice and employ politeness to have a smooth communication (Watts, 2003). Under the Politeness Model from Brown and Levinson (1987), there is a Face Theory in which they extend Goffman's (1955, 1967) concept of face and describe face as a persistent group of needs and desires. The Face Theory is categorized into positive and negative faces. However, there are very limited studies found on the Face Theory.

1.2 Significance of the Study

The researcher decided to focus on politeness theory specifically the positive and negative faces because it is an important aspect of communication. It concerns with the study of how human being use language in various contexts while interacting with the people around them. This study is limited to just one movie, animated film Inside Out directed by Pete Docter. This study focuses only on analyzing Riley, a character from the movie because they appeared the most and that they have important role in the storyline of the movie. Moreover, it is one of the materials that explicitly illustrates the emotions of human beings. The basic emotions involve are joy, sadness, anger, fear and disgust based on Ekman's (1972) theory of emotions. The researcher chose to examine the positive and negative faces shown by the character Riley based on her personified emotions from the movie Inside Out using the politeness Face Theory proposed by Brown and Levinson (1987).

2. Literature Review

2.1 Body of Knowledge

Takhtarova (2015), stated that politeness in communication reflects a person's communicative conscience which includes the foundational understanding of communication as well as the norms and expectations of others. According to Watts (2003), politeness is the act of regularly recognising or demonstrating awareness of another person's face during a conversation. In which Brown and Levinson (1987) claim that face represents one's public self-image they seek to maintain for themselves and how they want to be viewed by their social crowd. Face Theory can be classified into two; positive face refers to the desire for people to be liked and approved by society during interaction, whilst negative face refers to the desire of individuals to act freely without intervention or pressure from others.

The movie Inside Out is an American animated comedy film directed and

co-wrote byPete Docter produced by Pixar Animation Studios. The movie attempted to address the aspectof human consciousness by describing and represent the mind of an 11-year-old girl who was inspired by Docter's own daughter. The main character Riley Andersen has five personified emotions; Anger, Joy, Sadness, Disgust, and Fear. These emotions tried their best to lead and guide Riley in adjusting herself to new environments and the people around her as she was forced to move from her life in Minnesota to San Francisco. These emotions compete to command Riley inside her mind as there is a master control tower with console panel in the brain Headquarters. Different emotions of Riley take turns in dominating the brain's control panel. The emotion who is in possession influences her thoughts, words, and actions. These emotions tried their best to lead and guide Riley in adjusting herself to new environments andthe people around her as she was forced to move from her life in Minnesota to San Francisco.Core memories introduced where the good and bad memories formed by the intense emotion that have associated to the event or experience. The golden balls reflect Riley's enjoyable core memories. Riley's mind contains five islands of personality: Family Island, Friendship Island,Hockey Island, Honesty Island, and Goofball Island. They illustrate the various facets of Riley's personality that identify her as a person that inspired by her past core memories, adventures, interests, and passions. The islands come to life when Riley expresses what an island represents. Each island is powered by a core memory, a more important memory kept inHeadquarters. The personified emotion that always seem to be in control of Riley's mood is Joy as the emotion thought that the only feelings human really need in life is being happy. Thestress of the move, on the other hand, brings Sadness to the spotlight. Both Joy and Sadness fight to be in control which results in both of them accidentally being pushed outside the Headquarters. As a consequence, the only emotions left in Headquarters are Anger, Fear, and Disgust. The islands however broke one by one over the next two days of the move and the absence of Joy and Sadness from the Headquarters. This is because they couldn't function without their core memories when summoned. The storyline of this film revolves around theiradventures in an attempt to restore normalcy.

2.2 Theoretical Framework

2.2.1 Politeness Theory

Brown and Levinson (1978) define politeness as one's ability to communicate in the most respectful manner, which is necessary to avoid confrontations with others. Politeness encompasses concepts such as good manners, social courtesy, common senses, and minding your this and that (Culpeper, 2011). In addition, Culpeper (2011) reveals politeness depends on the eyes and ears of the beholder which the same goes to impoliteness. In an interaction, politeness can be regarded as the methods used to notice or display awareness of another individual's face (Watts, 2003). It can be shown on their faces when someone behave sociallyclose as an act of solidarity or friendliness and equivalently when someone behave socially distant in situations as an act out of respect or deference. Politeness can be considered as a wayof reducing the possibility of a conflict in conversations whether the probability of conflict is taking place anyway or it will be interpreted as threatening (Lakoff 1989, as cited in Culpeper,2011).

2.2.2 Face Theory

According to Brown and Levinson's Politeness Model (1987), face is an emotionally involved component that could be disposed, preserved, or improved; therefore, it has to be constantly attended in socialization. According to Jucker (2011), face is the positive value to society that an individual effectively claims for oneself based on the line that everyone else genuinely think they has conducted throughout a specific social context. In short, face is a socially acceptable image of oneself. Brown and Levinson (1987) describe face as a certain individual's public self-image that one wishes to uphold for oneself and the way they want to be perceived by their social group. The primary purpose of expanding Goffman's (1955, 1967) concept of face was to figure out why individuals prefer complex and occasionally indirect sentences over simple and plain language in conversation, especially when a listener must be persuaded to do anything (Brown & Levinson, 1987).

Redmond (2015) said that even though there are many different definitions of face depending on the interpersonal context, linguistic context, and social context, there are some commonalities in it. Face exists in social or interactive contexts which become the response to exposure of other people and the social relationships with them. Because our face is a specific image we portray to another person, we want to be seen in a certain way by these people. The needs or necessity of the context or scenario with which we are presented impact the impression we give.

Faces are divided into two categories namely, positive face and negative face. Brown and Levinson (1987) stated that there must be a distinction between positive and negative face, both of which are regarded as state of permanent desires and perpetual wants.

a) Positive face as the desire of individuals to be appreciated, liked and approved by the society or people around them (Brown & Levinson, 1987). They tend to care more about their image and status when interacting with the members of society. In other words, positive face is the common concept for the calculated self-image to be accepted by everyone else. For instance, when your colleagues invite you to have a drink after works. Based on that situation by using positive face strategy, without thinking twice you might agree with the invitation because you want them to like you and have the reputation of being a fun person. Positive face being applied during conversations with whom they are

   interested to communicate with as the speaker promised the hearer that they believed them so that they will be inclined to be more truthful in the future (Culpeper, 2011).

b) Negative face as the desire of a competent member of a society to be able to act without interference or otherwise put upon from others. Furthermore, Praktiknyo (2016) assumed that negative face as the need of a person to be independent and gain freedom. For example, your colleagues invite you to have a drink after works. By using negative face needs, you think it is not favorable to socialize with your colleagues after a busy day. They can have fun by themselves as you have other stuff to do or you just want to go home and get some rest. It can be concluded that positive face is the need to be connected and a need to do what you are expected to do while negative face is the decision you made and the need to be independent or freedom to be yourself. In the universal condition, these two features of the face are the essential needs in social contact.

2.2.3 Basic Emotions Theory

According to Ekman (1984), emotions are a process, or a type of innate judgement affected by our developmental and personal history, in which we perceive that something significant to our wellbeing is happening. In which a series of psychological transformations and emotional responses come to grips with the circumstance (Plutchik, 2001). Emotions, in other words, enable people to cope with major occurrences without having to worry over it. Positive emotions exist in a way of these following words: happiness, joy, love, curiosity, eagerness, thankfulness, respect, and tranquillity (Izard, 2009). These positive emotions make people feel pleased. Likewise, Izard (2009) claims that negative emotions consist of disgust, sadness, loneliness, anger, self-criticism, fear, or rejection are all tough, if not painful, emotions to experience. However, these emotional reactions are unexpected, which means that we do not choose to feel them, they just happen to us. They may be challenging, but human beings can learn to cope with them. Averill (1998) stated that communication does not happen by merely a spoken discourse between people, but the communications itself could occur in the form of emotions as expression. Life has taught mankind that mind does not reveal itself in language, but rather realizes itself in them. Similarly, emotions are realized in both verbal and nonverbal ways, rather than that mainly uttered.

Basic emotions can be merged to produce intricate or complex emotions (Ekman, 1992). The view of how many and why some basic emotions are basic, varies from one psychologist to another. Oatley & Johnson-laird (1987) indicated that anger, disgust, anxiety, happiness, and sadness as the fundamental emotions. Meanwhile, Plutchik (2001) believed that basic emotions consist of 8 primary emotions; acceptance, anger, anticipation, disgust, fear, joy, sadness, and surprise. In which these each primary emotion has an opposite where the opposite of sadness is joy, anger is fear, surprise is anticipation and disgust is the opposite of trust. Izard (2009) stated basic emotions consists of three; positive emotion (joy), negative emotions (sadness, anger, disgust, fear) and self-conscious emotions (shame, guilt, and contempt). At first, Ekman (1972) proposed seven basic emotions: fear, anger, joy, sad, contempt, disgust, and surprise; but over time, he changed to six basic emotions: joy, sadness, fear, anger, disgust, and surprise. While many psychologists agree that some emotions are fundamental, there is some disagreement on how many, which and why they are fundamental. Nonetheless, the conclusion of most studies implies that there are five primary emotions: joy, sadness, disgust, fear, and anger.

2.3 Review of Past Studies

There have been similar research conducted by several researchers. Syaputra (2019) in his paper focuses on the management face in the conversation in The Croods movie by identifying any interaction word that is generally related based on Goffman's management face theory. The findings demonstrate that there are numerous conversations with eight actions that implied positive and negative faces. Positive face can be seen with the avoidance of dispute, attending to one's requests, using polite words and assuming another's desires. While showing scepticism, disagreeing with one another, imposing from others and using conflict to reform oneself are the negative face that can be found in the study. Setyawati & Rahayu (2020) in their study about The Analysis of Politeness in Harry Potter Chapter 1

Movie implied that politeness strategies can be found from face threat and how the speakers produce the words and gesture to communicate among the characters. The researcher discovered that the characters exhibited both positive and negative politeness. The study found that the main character, Harry Potter used Face Saving Act's that fear with the people's positive face that inclined to keep the peace and pleasing situations in his conversations with anyone that he met. Meanwhile, his uncle, aunty, and cousin demonstrated that they are the antagonists in the film by frequently using negative face when communicating and interacting with Harry.

Carroll and Russell (1997) in their research of Facial expressions in Hollywood's protrayal of emotion based on facial affect programs (FAPs) theory by Ekman 1972, to justify for the generating reactions, which are mostly patterns with recognisable elements. The study focus was on the facial expressions that accompany a basic emotion in four Hollywood films recognised for their outstanding acting and realism. The findings shown that 97% the professional actors assessed to be joyful (smiling), yet they rarely displayed the emotions surprised, afraid, angry, disgusted, or sad. Meanwhile, the study by Mäkäräinen, Kätsyri, and Takala (2018) in perception of basic emotion blends from facial expressions of virtual characters: pure, mixed, or complex assumed that blending the basic emotions (anger, contempt, fear, joy, sadness, and surprise) can result in more complex facial expressions, although it is unclear how these mixes are interpreted. The study aimed to investigate the view of all pairwise blends of basic emotions using face model. They discovered that multiple basic emotion mixes with opposing valences are seen as complicated emotions that are neither pure emotions nor they are blends. Blends of fundamental emotions with similar valence are commonly interpreted as pure basic emotions (e.g., a blend of anger and disgust is perceived as pure anger). The blends of joy and surprise however assessed to be a combination of two distinct basic emotions.

Despite the fact that this research was inspired by previous studies, however the previous studies focused on politeness and face but did not make a link with emotions. This study aims to discover the positive and negative faces and emotion that influence them to react in certain ways from the movie *Inside Out*.

3. Research Methodology

3.1 Research Design

This research uses descriptive method with qualitative approach in gathering data in the form of texts and words. The process of checking, integrating, and interpreting data in order to describe and explain the concepts or social worlds being studied is known as qualitative analysis (Fossey, Harvey, Mcdermott, & Davidson, 2002). The Inside Out movie's main character is the subject of this study in which the character's utterances and behaviors that contain politeness strategies specifically positive and negative faces based on Brown and Levinson's (1987) Face Theory will be taken as the data. The main character, Riley is chosen to be analyzed followed by her five personified emotions which are Anger, Joy, Sadness, Disgust, and Fear.

In this research, researcher uses document as one of the instruments to obtain and analyze data. A document is a notation or record of events that have already passed. Qualitative researchers usually employ documentation to acquire an overview from the point of view of the topic through written documents or other

materials (Bowen, 2009). Books, journals, text, pictures, scripts, and drawings are all examples of documents. The document that needed as the material of qualitative research is the script of the movie *Inside Out*. Data will be collectedby analyzing the script of the movie and from watching the movie multiple times.

3.2 Research Procedure

In conducting this study, the researcher will follow the procedures stated below in collectingthe data.

1. The researcher will watch the movie *Inside Out* as well as analyzing the script that answerthe research question of this study.
2. The scenes will be chosen by observing the interface between the personified emotions (Anger, Joy, Sadness, Disgust, and Fear) to control the main character, Riley in making thedecision on how to behave in a certain situation.
3. The researcher will write down the positive and negative faces applied by the main character, Riley Andersen and her personified emotions; Anger, Joy, Sadness, Disgust, andFear.
4. The classification of faces will be as followed:
    a. Positive face is the expectation of other characters towards Riley's behavior.
    b. Negative face is the decision Riley made opposite to the expectation of her behaviorby other characters.
5. Lastly, the data will be described to show the findings of the study and the conclusion willbe made based on the collected data.

3.3 Data Analysis

In qualitative research, data analysis is simultaneous with data collection. To analyze the data,the researcher will gather all the information needed. Based on the script and by watching the film, the researcher will observe and take notes on the characters' conversations in the film. Furthermore, the researcher will observe how they convey their messages to others as well as how they respond to them. Following that, those utterances will be identified to determine which utterances applied a specific Face Theory and the actions that triggered the character's faces. The utterances will be analyzed and described in detail. The final step is data interpretation to derive meanings and to draw conclusion based on the data.

4. Findings And Discussion

This chapter includes the findings and discussion to address the research question which is to identify the positive and negative faces shown by the character using the Politeness Face Theory proposed by Brown and Levinson (1987) based on the five basic emotions (Joy, Sadness, Fear, Anger and Disgust) shown from the movie *Inside Out*.

4.1 Finding 1

In   the
minute
03:46INT.

KITCHE
N
DAD : Riley, if you don't eat your dinner, you're not going to get
any dessert.INT. HEADQUARTERS
ANGER : Wait. Did he just say we couldn't have dessert?
JOY (V.O.) : That's Anger. He cares very deeply about things being
fair. ANGER : So that's how you want to play it, old man? No dessert?
Oh, sure,we'll eat our dinner, right after YOU eat this!
Anger takes the controls as FLAMES blast out of his head. An anger memory
(red) rolls in.INT. KITCHEN
Riley throws a fit. Dad distracts her.
DAD : ('flying' the spoon) Hey, Riley, Riley, here comes
an airplane!INT. HEADQUARTERS
Anger stops screaming.
ANGER : Oh, airplane. We got an airplane, everybody.
DISGUST/FEAR/SADNESS/JOY: Ohh!/Ahh!
INT. KITCHEN
Dad "lands" the food into Riley's
smiling mouth.INT.
HEADQUARTERS
A happy memory (golden) rolls in. The others leave Joy alone at the console with
Sadness.

Analysis:

In this scene, it shows how Riley's Dad using dessert as a leverage to get Riley to eat
her dinner. This infuriated the emotion Anger as he thinks it is quite unfair
proposition of Dad to bargain about the dessert and thus little Riley throws a fit as
Anger control the emotion. However, as Dad spoons fed the dinner to Riley using
Airplane method, all the emotions feel so excited andhappy thus a golden ball rolls
in as a sign that a new happy memory have been created.

Based on the situations above, at first Riley's emotion Anger feels affronted
when Riley's Dad uses dessert as a bargaining chip to get Riley to eat her meal.
However, Dad's Airplane method managed to convince Riley to eat her dinner. The
emotion Anger calm downand the rest of Riley's emotion delighted as a new golden
ball appears in the Headquarters. This indicate that Riley shows a positive face as
she is asserting a good and behave self-image according to her dad expectation
under influence of positive emotions.

4.2 Finding 2

In the minute
10:59. INT.
HEADQUART
ERS
FEAR : Dad just left us.
SADNESS : Oh, he doesn't love us anymore. That's sad. I should
drive, right?JOY BLOCKS HER.
SADNESS : Joy? What are you doing?
JOY : Uh, just uh, gimme one second…You know what I've realized?
Riley hasn't had lunch! (Takes a memory off the wall and plays it) Remember?
(Memory of a pizza shop).INT. SAN FRANCISCO LIVING ROOM

RILEY   : Hey I saw a pizza place down the street. Maybe we
could try that?MOM : Pizza sounds delicious!
INT. HEADQUARTERS
FEAR   : Pizza?
That's good.DISGUST   :
Yeah, pizza!
ANGER   : Good
idea, Joy.Joy smiles.

Analysis:

As Dad was call out to his office during their mock hockey play, the emotions of Riley inside the Headquarters feel disheartened, and the mood went down. When Sadness tries to control Riley's emotion, Joy block her by giving an idea of going for a lunch at pizza place. The other emotions easily swayed with Joy's idea and agree with her. This makes Joy happy with her resolution of always trying to lift Riley's mood.

Based on the situation above, the emotion Joy have dominated almost every reaction of Riley because she has this opinion that the only way for Riley to enjoy life is by being happy. Joy does not give a chance for Sadness to be in control of Riley's emotion, hence she suggests a resolution of getting pizza at the new place to Riley to be enlightened to her mom. Therefore, Riley once again showcases a positive face in this situation because of Joy command of it as. The same can be said through Mom's utterance who agree to the suggestion made by Riley, have succeeded in maintaining Riley's positive face. Riley has a desire to be liked and approved of by Mom.

4.3 Finding 3

In the
minute
22:40.INT.
CLASSR
OOM
TEACHER   : Okay, everybody. We have a new student in
class today.INT. HEADQUARTERS
FEAR   : Are you kidding me?! Out of the gate? This is not
happening!INT. CLASSROOM
TEACHER   : Riley would you like to tell us something about
yourself?INT. HEADQUARTERS
FEAR   : Nooooooo! Pretend we can't
speak English!JOY : Don't worry. I got this.
Joy
pushes a
lever.
INT.
CLASSR
OOM
RILEY   : Uhm... okay. My name is Riley Andersen. I'm from
Minnesota. And now I live here.
TEACHER   : And how about Minnesota? Can you tell us something about it?
Well, you certainly get a lot more snow than we do. (Chuckling)

INT. HEADQUARTERS
JOY   : (laughs) She's
hilarious!She turns a lever.
INT. CLASSROOM
Riley smiles, in spite of all the eyes on her.
RILEY   : Yeah, it gets pretty cold. The lake freezes over, and that's when we play hockey. I'm on a great team. We're called the Prairie Dogs. My friend Meg plays forward. MyDad's the coach. Pretty much everyone in my family skates.
INT. HEADQUARTERS
Joy recalls a memory of the family skating together.

Analysis:

As the new student, Riley was asked to introduce herself in front of the class in which the emotion Fear feels nervous and scared of. However, Joy comes to the rescue by being in controlof the situation. Riley with composure tells the class about herself and share about her life in Minnesota as she was asked by the teacher to do so. In which Riley reveals how cold and snowyit is in Minnesota, and about her hockey team. Also, how her family are blessed to be able to skate and it has been their tradition to skate during weekend.

Based on the situations above, Riley response to the request of her teacher to make an introduction as the new student and elaboration on her life before in Minnesota. Riley's actions under the influence of Joy indicate a positive face. Furthermore, Riley behavior in playing a cool demeanor and great façade during self-introduction also other indicators of positive face as she has the desire to be liked, accepted, and approved by her classmates.

4.4 Finding 4

In   the
minute
23:32.INT.
CLASSR
OOM
Riley's smile fades, her brow
furrows. RILEY: Or we did, 'til I
moved away.INT.
HEADQUARTERS
Confused, Joy looks around.
FEAR/DISGUST/ANGER   : Huh? /Hey, what
gives? /What?JOY   : Hey--
She spots Sadness, who is guiltily touching the memory.
JOY   : Sadness! You touched a memory?! We talked about this.

SADNESS   : Oh yeah, I know. I'm sorry.
JOY   : Get back in your circle. (Trying to eject memory) Gnnh! What's going on?Why won't it eject?!!
She fiddles with the console, but the blue memory
won't move.FEAR : Get it out of there, Joy!
INT. CLASSROOM
RILEY   : (sniffling) We used to play tag
and stuff...INT. HEADQUARTERS

DISGUST   : Cool kids whispering at
3 o'clock!INT. CLASSROOM
The other kids whisper
and stare.INT.
HEADQUARTERS
FEAR   : Did you see that look?!? They're
judging us!JOY : Oh no.
Joy tries pulling the memory. Anger, Fear and
Disgust help. JOY   : Somebody help me. Grab
that... everybody...They pull with all their might,
but the memory's not budging.INT. CLASSROOM
RILEY   : But everything's different now. Since
we moved...TEARS stream down Riley's face.

Analysis:

This scene continues after the previous scene where this scene shows how Riley's smile slowly disappear and the story turns sad which flabbergasted the other emotions. When in fact, Sadness unintentionally touches the core memories of Riley's joyful moments in which the golden balls turn into deep blue. Henceforth, Riley's introduction of herself with happiness turns into gloominess. Fear noticed that other students judging Riley for crying in front of the class. Joy, Anger, Fear and Disgust trying their best to pull out the memory to fix the situations.

In the context above, Riley's emotions of being content in sharing her fond memories of her life before it switches to the feeling of melancholy over it as Sadness control Riley's emotion by accident. The moment Riley started to sniffle and consume by her feeling of gloominess over her missing her memories, indicated negative face. This is because Riley reacts without any interference of her classmates, and she had freedom in expressing her own emotions.

4.5 Finding 5

In the minute 36:02
INT. RILEY'S ROOM - DAY
Riley, laptop on her stomach, hums the Tripledent gum song.
MEG   : (on the computer) Do you like it there? Did you feel any
earthquakes? Is thebridge cool?
RILEY   : Yeah, it's good. What happened with the playoffs?
MEG   : We won the first game. Coach says we might actually go to the finals
this year.Oh, and we've got this new girl on the team. She's so cool.
INT. HEADQUARTERS
DISGUST   : Oh, she did not just say that.
FEAR   : A new girl? Meg has a new friend already?! (Anger growls)
DISGUST   : Hey hey, stay happy! We do NOT want to lose any more islands
here guys!INT. RILEY'S ROOM
MEG   : We can pass the puck to each other without even looking. It's like
mind reading!
INT. HEADQUARTERS

ANGER   : You like to read minds, Meg? I got something for you to read
right here!(Grabbing the controls)
DISGUST   : No no no, what are you doing?!

FEAR   : Wait, wait-- let's just be calm for one second--
Anger snaps Fear's nose like a rubber band. Anger slams the controls forward like
a lunatic.ANGER   : GAAAAAA!!!!
INT. RILEY'S ROOM
MEG   : I heard they have parrots
living in-RILEY   : I gotta go.
MEG   : What?
RILEY   : I GOTTA GO.
Riley slams down the computer and scowls.

Analysis:

In this scene Riley video calling her best friend, Meg from Minnesota to virtually catch up on what has happened since the move. However, when Meg brings up about the new girl on the hockey team which is her new friend, Riley's emotion, Anger starts to lose their calms and enraged. Fear and Disgust try to be reasonable to not lose any more islands, yet Anger who was consumed with rage grabs the control over Riley emotion, makes Riley ending the video call immediately and slam the computer.

The situation above showing two childhood friends updating about their recent life episodes in a long-distance friendship. Riley who at first happily heard her friend, Meg sharing about the hockey playoffs switched her mood to rage over jealousy when Meg mentioned a new player on the team whom she has made friends with. Consume by the feeling of irritation when she was being controlled by the emotion Anger, Riley hurriedly ends the video call with Meg. Which Riley's impulsive behavior indicated a negative face because of her will to do what she intends to do without caring for Meg's feeling.

4.6 Finding 6

In the minute 1:18:48
ON THE SCREEN: Riley stares vacantly out the bus window. The bus starts to pull away.INT. HEADQUARTERS
DISGUST   : Joy, you've got to fix this.
Get up there.JOY   : Sadness, it's up to you.
SADNESS   : Me?
Joy pushes Sadness towards
the console.
ANGER/FEAR/DISGUST:
Sadness?!?
SADNESS   : I can't, Joy.
JOY   : Yes, you can. Riley
needs you. Sadness   : (looks at Joy)
Really? (Joy nods.)INT.
HEADQUARTERS
Sadness approaches the console and
takes charge.SADNESS : Okay.
She grips the Idea Bulb. The console is now completely black. Sadness works... and eject the Idea Bulb. The blackness retracts.
INT. BUS - NIGHT
Feeling comes back to Riley: her expression changes from listless to sad.
She stands.RILEY   : Wait! Stop! I wanna get off.

The bus stops. Riley runs to the front and out the door. She runs towards home.
Analysis:
At last, Joy and Sadness managed to get back to the Headquarters where the other emotionsexplain the dreadful situations to them and asked Joy to fix it. Joy however passes the baton to Sadness to control the console as she thinks that Sadness is the one who can make Riley changeher mind. Sadness takes over the control panel and managed to pull the idea from the console.Sadness doing of being in charge works wonder as Riley manage to feel her emotions back. Riley instantly asks the bus driver to stop the bus to get back to her home.

Based on the situations above, Joy who always in command of Riley's emotion requestSadness to be the one in command to rectify the mistakes made by Riley. In addition, for her to recover her sense and return to thinking reasonably over her action of running away. This indicated positive face as Riley makes a decision that will be approved by the society, in this context her parents once she realizes her mistake to return back home. Sadness induced Riley to regain control of herself and make an excuse to the bus driver to stop the bus and run back home.

4.7 Finding 7

In the minute 1:20:07
INT. SAN FRANCISCO DINING ROOM - NIGHT
Mom sits at the table, on the phone. Dad hovers. The door opens. Riley walks in. They rush over to her.
MOM   : Riley!
DAD   : Riley, there you are! Thank goodness!
MOM   : Oh, we were worried sick! Where have you been?
It's so late...INT. HEADQUARTERS
Sadness drives. Joy walks to her, holding the golden core memories. She hands them over to Sadness. The core memories turn BLUE. Sadness places one in the recall unit. The memory plays on screen of young Riley and young Meg walk side by side.
INT. HEADQUARTERS
Sadness places another blue memory in the recall unit. Memories play on screen of young Rileymakes cookies with Mom and Dad. Riley runs around with underpants on her head, Dad chasing. Riley scores her first goal. Riley skates with Mom and Dad. Sadness places her handon the console. It turns BLUE.
INT. SAN FRANCISCO DINING ROOM
RILEY   : (Riley remembers and cries) I know you don't want me to but I miss home. Imiss Minnesota.
Mom and Dad, concerned, listen quietly.
RILEY   : You need me to be happy, but I want my old friends, and my hockey team. Iwanna go home. Please don't be mad.
MOM   : Oh sweetie...
DAD   : We're not mad. You know what? I miss Minnesota too. I miss the woods wherewe took hikes.
MOM   : And the back yard where you used to play.
DAD   : Spring Lake, where you learned to skate. (Riley cries harder)
Come here.Dad pulls Riley towards them to hug. Still in an embrace, Riley smiles through her tears. INT. HEADQUARTERS
Joy steps forward with one more gift for Sadness: the blue core memory. Sadness

pulls Joy by the hand and places it on the console. BING! Joy and Sadness hear a new memory being produced. It's a new core memory: blue and gold, swirled together. A first. The emotions react in awe. A light line extends out the back of Headquarters. It is a new FAMILY ISLAND, bigger than before. Joy and Sadness turn back to the console together, Joy rests her head on Sadness.**Analysis**:

Once Riley steps into the house, Riley's parents rushed over to her because they were very worried over her disappearance. Joy handing over golden core memories to Sadness which the golden color turns into blue once Sadness touch it. Followed by, all the core memories being played on screen by Sadness command over the console panel. At last, Riley shares her thoughts on the difficulty to cope with the move from Minnesota to San Francisco and how much she misses the people and routine of her life back there. Riley's parents attentively listen to her burst out and pull her to an embrace immediately after that. In the Headquarters, a new core memory with a combination of blue and gold that swirled together created when Joy and Sadness place their hands together on the console panel. Thus, a new much bigger Family Island are created with the core memories of the little family embracing each other in a hug.

Based on the situations above, Riley who was under the influence of Sadness cannot suppress her emotions anymore and break down in tears. As for young children, Riley who are attempting to comprehend the nuances of emotions, things might get overwhelming for her. This cause Riley to express her emotions through emotional outbursts and struggle to settle down. Riley's emotional outburst displays freedom of venting out her opinion regarding the move to her parents indicated a negative face.

4.8 Discussion

Based on the seven findings discussed earlier, the research question had been answered. The analyzed main character Riley performs both Face theory; Positive Face and Negative Face in the influence of her five basic emotions (Joy, Sadness, Fear, Anger and Disgust) mostly the emotion Joy, Anger and Sadness in accordance to the situations.

Positive face is the desires of people who hope to be considered as valuable individuals in the community. In a nutshell, it is a need and want to be liked, appreciated, respected, and positively associated to. The character, Riley employs positive face when she wants and desires to be approved and liked by the people around her, mostly her parents. Most of the times, the character Riley employs positive face under the influence and control of her emotion, Joy who always need to be in command of the emotion. This is because Joy has this mindset that Riley's happiness depends heavily on the needs to do what Riley are expected to do to satisfy and pacify the people around her. This appears to suggest that during her interaction with the people around her, Riley chose to maintain their face instead of her own. She often performed acts that can maintain their positive face, such as accepting a request or order, making excuses or suggestions, and thanking. The analysis also implies that the character Riley employs negative face when she wants to be independent by having a freedom of actions, freedom of impositions and free herself from the expectation of others under the influence and control of the emotions, Anger and Sadness. People with a negative face will always expect themselves to be treated well since their right to do whatever they want will be recognized by others and will be free of interference.

Briefly, Riley's emotions in the movie being used as to illustrate the thoughts and expressions of humans. Although at first Riley's emotion, Joy tried to make Riley only feel andexpress happiness, it does not success. At last, Joy realizes that all the emotions need to be together and help Riley in deciding her emotions because they are a team. Joy understands the way of expressions where it realizes that emotions can work well together which shows how Sadness and Joy emotions blend together to signify those negative emotions are needed equally as much as positive emotions are needed to properly express oneself. This is because it is a human nature to express oneself accurately by employing all the basic emotions, be it an unpleasant or an enjoyable one. Although human's negative face and emotions can be masked,it is necessary to be expressed instead of merely being suppressed.

5. CONCLUSION AND SUGGESTIONS

5.1 Conclusion

After analyzing and interpreting the data, the conclusion of this research can be made based onthe discussion made to answer the research question which is to identify the positive and negative faces shown by the character based on the five basic emotions (Joy, Sadness, Fear, Anger and Disgust) shown from the movie *Inside Out*.

It can be concluded that Riley under the influence of Joy used a positive face when shewants and desires to be accepted and liked by those around her, primarily her parents. This is by accepting a request or order and making excuses or suggestions. Meanwhile, Riley, who isdriven by Anger and Sadness, has a negative expression when she aspires to be self-sufficient by having freedom of action, freedom from impositions, and liberation from other people's expectations. Knowing how to define and explain emotions allows us to gain a better understanding of ourselves and our reactions. It is a crucial aspect of the ability to reflect. Understanding our own emotions allows us to comprehend the emotional states of others, which is critical to our capacity for empathy and understanding, all of which are necessary components of an effective interaction (Ekman, 1992).

5.2 Suggestion

The English language user should pay close attention to their words and make use of politeness theory whenever possible to keep the addressee's face. Received politeness in return also validates and solidifies our morality and humanity. Politeness also ends up making a dangerous and sometimes unpleasant social environment somewhat less frightening. Furthermore, both, or more parties involved can uphold a positive and productive connection which demonstrates the importance of politeness strategies in communication. The author also suggests that the next researcher analyze the politeness in intercultural communication to study the similarities and differences of politeness in two or more cultures.

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