

A SEMIOTICS STUDY OF CHARACTERIZATION ON THE MOVIE AND VISUAL NOVEL ADAPTATIONS OF ANDERSEN'S THUMBELINA

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Abstract

This research is a case study which employs qualitative method to analyze signs and symbols showed through characterization in the Thumbelina animation movie produced by Warner Bros. and Tiny and Her Necklace visual novel, SPARRING product. Both of them are adapted from Anderson's Thumbelina. In analyzing those signs and symbols, this research applies Pickering and Hoepfer characterization method, specifically method of telling and showing. It also uses Pierce's semiotics theory of triangle meaning to elaborate the analysis. In semiotics perspective, characterization relates with the use of signs or symbols to describe the characters based on character traits. There are similarities and differences in characterization and signs presented in both movie and visual novel. The similarity is the novel and visual novel designate and symbolize the main character, Thumbelina, as a girl who is powerless and innocent. Meanwhile the man character is described as strong and brave character. The differences of both the adaptation works are concerning with the plot of the story, characterization and sign or symbol presented, and moral value delivered to the audience. The movie is adapted faithfully and the visual novel is adapted loosely from the original short story. The movie tends to use showing method. On the other hand, the visual novel is likely to use telling method.

Keywords: *Characterization, Semiotics, Movie, Visual Novel, Adaptation*

Introduction

Discussions on semiotic analysis of characterization in some characters design revolve around characterization from the perspectives of semiotics review (Nozawa, 2013), meaning of index found in the characterization in a novel (Syarifuddin, 2013), semiotic perspectives of text and interpretation of the main character's traits (Golden & Gerber, 1990), semiotics of hair in the novels of Dickens using method of characterization (Mohammadi, 2013). A gap left by previous discussions is a shift on the signs of the character traits through text and visualization with short story and visual novel adaptation as the object. Departing from the gap, the researcher attempts to reveal the reasons behind the shift on the signs of the character traits between short story and visual novel adaptation.

One way to appreciate a literary work is by adapting a short story into other types of literary works like an animation movie and visual novel. To present character based on the characterization through images and traits is one of important thing to create and adapt an animation movie and visual novel from a short story. Robert & Jacobs (1993: 20) explains that

characters are the persons presented in dramatic literary work and characterization is the process of presenting characters by providing it with particular characteristic. However, the characterization relates with the use of sign or symbol based on character images and character traits. Semiotics in literatures has relation with system of sign consisted in the literary work. Some goals to analyze a literary work are to interpret, understand and reveal the meaning of signs in the literary work. The character presents a variety of personality and behavior called characterization which relate to psyche and psychological experience or problem felt by human in real life. Analysis concerning with those aspects can be more thoroughly elaborated by semiotics.

Semiotics is study the meaning of the sign, Pierce (1982) as quoted by Sobur (2009: 12) explains that semiotics consists of three inter-related parts: a sign, an object, and an interpretant. Semiotics analysis on characterization is capable in revealing the meaning of signs presented both of text and visualization through plot of the story, dialog and character images in visual novel. Pickering and Hoepfer in Minderop (2015: 6) explain that method of characterization is commonly divided into

two methods; they are telling and showing method. Telling method relies on exposition and direct commentary by the author. Meanwhile, showing method involves the author's stepping aside, as it were, to allow the characters to reveal themselves directly through dialogue and action.

This research is conducted to analyze *Thumbelina* animation movie produced by Warner Bros and *Tiny and Her Necklace* visual novel product of SPARRING (Peer-Tutoring Program to Strengthen the Student's Skill in Reading and Writing) created by 2nd semester students of English Letters Department of IAIN Surakarta in 2016. The output of the program is visual novel games adapted from Anderson's *Thumbelina* short story. Visual novels are visual interactive video games that work like reading a novel diegetically and often use anime as picture (Callavaro, 2009: 8).

The aims of this research are to know how both of literary works present the characterization through narration, dialogues, and characters images, what signs or symbols are found in the animation movie and visual novel game and what similarities and differences of the characters are adapted from the same short story. To deepen the analysis, this research focuses only on the characterizations and signs of the two characters found in both literary works, they are Thumbelina and Prince. The characterizations and signs in both characters are analyzed based on the text, dialog and visualization presented in the works.

Method

This research uses qualitative method since the data analysis in this research are in the form of dialogues, images and narrations found in the *Thumbelina* movie and *Tiny and Her Necklace* visual novel. *Thumbelina* movie is directed by an American animator, Don Bluth. On other hand, *Tiny and Her Necklace* is a visual novel adaptation created by SPARRING students from English Letters Department of IAIN Surakarta. Both of them are adapted from *Thumbelina* short story written by Hans Christian Andersen. However, the movie and visual novel have been adapted into different narration, plot and characterization of characters.

The procedure of the research is divided into four steps. First, data is collected from *Thumbelina* movie produced by Warner Bros. and *Tiny and Her Necklace* visual novel game

created by SPARRING. Second, the researcher determines suitable theory relating to discussion in this research based on the gad knowledge between this research and some previous research. The theories used to analyze the data in the research are semiotics theory of Pierce and method of characterization by Pickering and Hoepfer. Third, the data are analyzed. In analyzing the data, this researcher is first providing specific information about characterization of the main characters of both movie and visual novel, followed by classifying the data based on the theory. The classification is divided into two categories: (1) the telling method which analyzes the characterization through the use of names, characterization through appearance, and characterization through direct commentary by the author; and (2) showing indirect method includes characterization through dialogue and characterization through action and facial expression of the character. After classifying the data, the researcher finds and analyzes the meaning of a sign in the characterization. The researcher uses Pierce's semiotic triangle meaning; and the last step is the researcher draws a conclusion based on the process of analysis in the movie and visual novel. The conclusion here provides the answer of objective of the research.

Findings and Discussion

The focus of this research are the characterization and signs found in the two major characters in the Warner Bros. animation movie (*Thumbelina* and fairy prince, Cornelius) and two major characters in the visual novel game created by SPARRING (*Tiny and Prince*).

Characterization

Characterization is the process of presenting characters by providing it with particular characteristic (Robert & Jacobs, 1993: 20). Characterization in both movie and visual novel is divided into two methods; they are telling and showing method. Telling method is the characterization described through the use of names, character appearance, and direct commentary from the author. Meanwhile, showing method is characterization described through dialogue, and Characters' action and facial expression.

Telling Method

Telling method designates the characterization of both *Thumbelina* and fairy prince,

Cornelius in the *Thumbelina* movie and Tiny and Prince in the *Tiny and Her Necklace* visual novel game through the naming of character, direct commentary from the author, and appearance of character.

First, the characterization through the naming of characters can be seen from the choice of the name. The name "Thumbelina" in the movie is taken from the word "thumb" that reflects a character of a little girl as big as a thumb. This description is in line with characterization attributed by the source story, *Thumbelina* short story, whereas Thumbelina is described as a delicate and graceful little maiden who is scarcely half as long as a thumb. Therefore, it can be said that the adaptation of Thumbelina's character presented in the movie is linear with Thumbelina character in the Andersen's *Thumbelina* short story. The male character, named "Cornelius" which is derived from the Latin element cornu "horn". Cornelius means "horn-colored". The characteristics of the name of Cornelius are joyous, witty, helpful, pleasant, hardworking, bright, gentle, rich and humble. In the movie, Cornelius is presented as pleasant, joyful, gentle and helpful prince.

Meanwhile, in the visual novel game, the name of the character "Tiny" is derived from the word "tiny", means little or small size. According to Oxford Dictionary of English, the word "tiny" means a very small and young child. The male character is "prince". It is chosen to describe the son of a monarch. Those characterizations are showed through an image of Tiny character as protagonist character described as a kind little girl and Prince character as antagonist character described as a man who lives in palace that has bad traits.

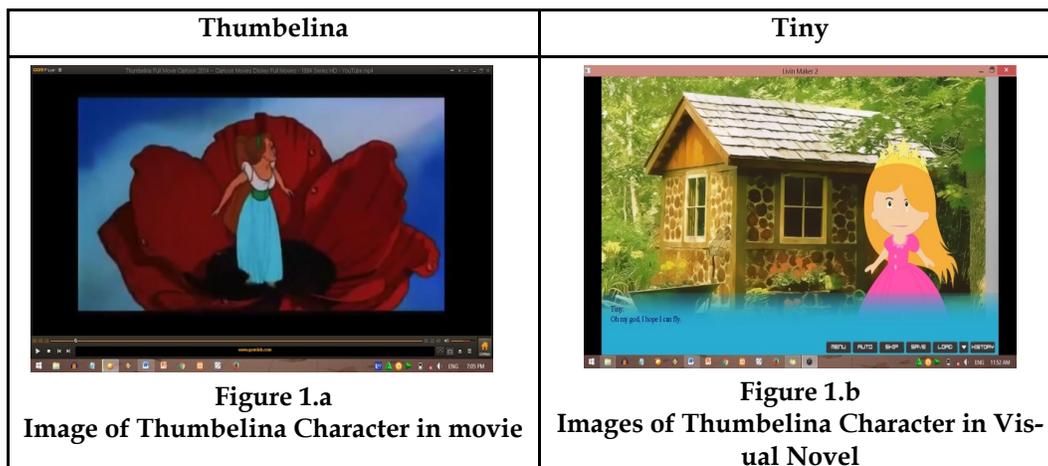
The second characterization under telling method is showed by direct commentary from the author. This method of attributing characterization is found only in the visual novel adaptation. On the initial part of the visual novel, the narrator conveys direct commentary explaining the characterization of Tiny and Prince. The commentary tells directly about the character of Tiny:

Narrator: "Once upon a time, there was a beautiful little girl. Her name was Tiny. She lived alone in a village near to the forest. She had a beautiful voice and she loved singing every day." (*Tiny and Her Necklace* visual novel)

The character of Prince is also straightly explained by the narrator as a handsome man.

Narrator: "When Tiny wants to go home, she meets a handsome prince." (*Tiny and Her Necklace* visual novel)

Third, the last characterization is presented through the appearances of image or illustration of the characters. It completes the first and second characterization. Both Thumbelina and Tiny is designated as powerless and innocent little girl. In the movie, Thumbelina is presented by the image of a little girl with small size a half as big as a thumb. She has brown long hair with a green headband and wears white and blue gown. The similar description found in the visual novel, Tiny is presented in the picture of a little girl with blond long hair that shows a lack maturity. She wears a gold crown and pink gown. Both Thumbelina and Tiny character symbolizes feminine and beauty state. The image can be seen on figure 1.a and 1.b taken from the scene of the movie and visual novel.



The different of images in figures 1a and 1b is that Thumbelina character is described as a girl who has little size. Meanwhile, the picture of Tiny character is described as a little girl who is like a child.

The male characters in both *Thumbelina* movie and *Tiny and Her Necklace* visual novel – the fairy prince - Cornelius and Prince are visualized as strong, muscular and brave man. In the movie, Cornelius is illustrated as little

prince with neat brown hair. He has wings and brings a sword. On the other hand, in the visual novel Prince is described as a man wearing blue clothes and bringing a sword. But, the characterizations of both fairy prince- Cornelius and Prince are different. Cornelius is as good and kind man. Meanwhile, Prince is a liar. The images of Cornelius and Prince can be seen on figure 3.a and 3.b:



Based on the plot of the story, the movie tells Thumbelina who wants wings so that she can fly. The wings appear after she marries the fairy prince, Cornelius. Her gown becomes more elegant. She wears white and gold gown and gold headband. Meanwhile, in the visual novel, Tiny's wings appear since the initial part of the story. There is a little fairy giving a

magic necklace to her so she can fly. When she wears the necklace, her wings will appear on her back. But if she does not wear the necklace, the wings will disappear so that she can't fly. These are the scenes when wings appear in the Thumbelina and Tiny characters imaged and illustrated as seen on figure 2.a and 2.b:



Showing Method

Characterization using showing method can be known through dialogues, action and facial expression of the character. In the "Thumbelina" movie, Thumbelina is showed as a powerless and innocent girl. This can be seen on the dialog:

Thumbelina: Hey help Help, Hero! Let me out of here. Oh, oh! Hero, help Help me!

(Dialog in the *Thumbelina* movie on the durations 00:22:56- 00:23:03)

This method is also found in the visual novel. Tiny is also described as a powerless girl who needs help from her friend when she is kidnapped and laid by her the frog. Her necklace is hidden by the frog. Thus, Tiny cannot do something to save herself and escape from the

frog. She just cries and asks help. This is showed in a dialog showing that characterization:

Tiny: "Where is it? Where is my necklace?
Please, help me? I want to go home."
(Dialogue in the *Tiny and Her Necklace* visual novel)

In can be concluded that both movie and visual novel show the characterization of Thumbelina and Tiny through dialogues of the characters. This method is also used to describe characterization of other characters, the male characters. In the movie, the fairy prince, Cornelius has gentle and soft characterization. It is showed in the dialog as follow:

Cornelius : My I cut in?
Thumbelina : Ah!
Cornelius : No. Wait. Wait. Come back, I apologize. I didn't mean to frighten you. There see? No more swords. Now, will you come out?

(Dialog in the *Thumbelina* movie on the durations 00:14:43 - 00:15:00)

Moreover, he is handsome, strong, brave, ambitious and helpful man. It is showed in the dialog as follow:

Thumbelina : He must be terribly handsome, strong and brave.
(Dialog in the *Thumbelina* movie on the duration 00:16:37 - 00:16:44)

Cornelius : I need time to find Thumbelina.

Mother : Cornelius?

Cornelius : Don't worry mother. I will be back.

Father and Mother: Cornelius?

Cornelius : I'll find her.

(Dialog in the *Thumbelina* movie on the duration 00:37:45 - 00:37:53)

Cornelius : I've got to find her. Winter's almost here.

(Dialog in the *Thumbelina* movie on the duration 00:49:15)

Meanwhile, in the visual novel Prince has bad plan to take Tiny's necklace so that he gets big power and becomes the king. Actually, his bad plan is known by Toad. Toad tries to explain prince's plan to Tiny but she does not believe him.

Based on narrator statement above, Prince has bad act to deceive Tiny. It means that he is liar and deceiver. Besides, the characterization of Tiny is showed in the dialogues below:

Toad: "Please be careful to prince, he has bad plan to you, and he wants your necklace to get big power to become king in his palace"

Tiny: "No Toad, he is so kind."

(Dialog in the *Tiny and Her Necklace* visual novel)

Other characterizations of Thumbelina and Tiny are helpful and kind girl. In the movie, Thumbelina helps her friend, Jacquimo when his wings are stabbed by a torn. It can be seen in the dialog as follow:

Thumbelina : Please be warm, dear friend. Please live. Poor little swallow, I'm sorry for all the trouble I've caused you. I know now, there is no place in this big world for little people. We cannot do impossible things.

(Dialog in the *Thumbelina* movie on the durations 01:09:24 - 01:09:58)

Jacquimo : I have a torn in my wing

Thumbelina : A torn? Well, let me see. Oh my goodness. Hold still. There.

(Dialog in the *Thumbelina* movie on the duration 01:10:39 - 00:01:50)

Moreover, Thumbelina is also faithful and loyal girl. It is showed when she is kidnapped by Toad and she asks to marry her son in the dialogue as follow:

Thumbelina : I love Cornelius.

Toad : Today you marry my son.

Thumbelina : Oh, no No no. No, I'm not marrying...

(Dialog in the *Thumbelina* movie on the duration 00:30:40-00:30:46)

According the dialog above, it means that Thumbelina is helpful, kind, faithful, loyal, powerless and innocent girl.

Besides, the characterization of Tiny in the visual novel is showed on the dialog as follow:

Prince : "Tiny could you help me?"

Tiny: "Of course prince."

Prince: "Could you borrow me your necklace to me, I will give you tomorrow."

Tiny: "What is it for dear?"

Prince: "I need it to my sister, she want to fly with me, I want to make her happy."

Tiny: "Of course prince, you bring back tomorrow."

Prince : "Oh, kind lady, thank you."

(Dialogue in the *Tiny and Her Necklace* visual novel)

The dialogue shows that Tiny is kind girl. She

gives her necklace to help the prince. But she is careless because she gives the necklace to a person whom she never knows before. Hence, it means that characterization of Tiny is kind but careless. Besides, the dialogue above shows that Prince is tricky man.

The next characterization can be known through action of the characters. It is only found in the movie because the story is illustrated through motion pictures in the movie, meanwhile in the visual novel the illustration of character uses static picture. The characterization of Thumbelina is showed as a powerless and innocent girl on minutes 00.22.55 when she is kidnapped by Toad, bad frog. She cannot escape and save herself. On minutes 00.30.53, she needs help from other characters to pull her from water. On minutes 00.40.54, she cannot save herself when she is taken and kidnapped by Beetle. Thumbelina is also illustrated as friendly and pleasant girl. It is showed on minutes 00:36:50 when she sings a song with her friends, Jutterbug and Jacquimo. She is also kind and charitable. It is showed on minutes 01.09.20 when she saves Jacquimo who is stabbed a torn in his wing. Moreover, the characterization of Cornelius is showed as ambitious man on minutes 00:37:45

until 00:37:53. He asks permission and time to find Thumbelina to his parents. Besides, on minutes 01:15:06 Cornelius is describes as strong and brave man when he fights with Toad’s son and tries to save Thumbelina.

Moreover, the characterization is described through facial expression. In the “Thumbelina” movie, both Thumbelina and Cornelius characters shows the changing of facial expression in sad, happy, confuse, and angry. This also happen in the visual novel on the figure 1.b above, Tiny shows sad expression and on figure 2.b, Tiny shows happy expression, figure 3.b, Prince’s character shows fierce and wicked expression. Based on the analysis of characterizations above, *Thumbelina* Warner Bros. movie is more disposed to use showing method than telling method because characterization can be known through action of the character. Meanwhile, *Tiny and Her Necklace* visual novel is more disposed to use telling method than showing method because characterization can be known through direct commentary from the narrator or author, since visual novel is played like reading a novel diegetically and using animation picture as media. In short, it can be described in the table as follow:

No.	Characterization Method	<i>Thumbelina</i> Movie	<i>Tiny and Her Necklace</i> SPARRING Visual Novel
A	Telling Method		
1.a	Through name of character	√	√
2.a	Through direct commentary of author	-	√
3.a	Through appearance of character	√	√
B	Showing Method		
1.b	Through dialog	√	√
2.b	Through action of character	√	-
3.b	Through facial expression	√	√

Semiotics analysis

In semiotics perspective, characterization is revealed through signs or symbol of the character images or appearances based on character traits. In this research, researcher tries to analyze some signs or symbol by using semiotic triangle meaning by Pierce found in the main characters, Thumbelina; Tiny; Cornelius; and Prince.

In table 1, the signs or symbols found in Thumbelina and Tiny character show that both of them are powerless and innocent girl. They are kind, cheerful, friendly, beautiful and charming little girl. The differences are found in characterization images. In the movie, Thumbelina is imaged and presented as little girl with little size a half as long as thumb. But, in the visual novel, Tiny is illustrated as little girl with young looking.

Thumbelina and Tiny Character

Triangle Meaning	Thumbelina' Character	Tiny's Character
Sign		
Qualisign	<ol style="list-style-type: none"> 1. White is a sign of friendly, pure, and humble. 2. Blue is sign of calm, loyal and faithful. 3. Green is sign of cheerful, nature, and easy going. 4. Brown is sign of smart and charming. 5. Gold is sign of happiness and prestige. 	<ol style="list-style-type: none"> 1. Pink is sign of loves, feminine, youthful, innocent, cheerful and cute. 2. Gold is sign of happiness and prestige. 3. Blonde is sign of unintelligence and friendly.
Sinsign	<ol style="list-style-type: none"> 1. Brown hair is sign of charming. It is showed in Thumbelina's attractiveness causing other characters to love her such as prince, Toad, and mouse. 2. White and blue gown is a sign of pure, humble, loyal, friendly, loyal and faithful. She is also loyal and faithful to the prince. She only loves and marries prince. 3. Green headband is sign of feminine, easy going and natural. Thumbelina likes to explore the nature and she looks feminine and beautiful with her headband. She is also easy going with her friends. 4. White and gold gown is sign of happiness, feminine and prestige. It is showed when son of King and Queen of fairy prince, Cornelius marries her and they look so happy. 5. Gold headband is sign of feminine, happiness, and prestige. It is also showed when Cornelius marries her. 6. Wings are sign of freedom that Thumbelina be free from her problems. 	<ol style="list-style-type: none"> 1. Blonde hair is sign or symbol of unintelligent, lack maturity and self-ish attitude. it is showed in Tiny's character with stubborn and careless characterization. 2. Pink gown is sign of feminine, youthful and cheerful. It is the representation of Tiny's character of a beautiful and cheerful little girl. Besides, pink gown represents her innocent. 3. Tears are sign of crying and sadness. It is showed in sad expression of Tiny in the visual novel. 4. Gold crown is sign of happiness, feminine and prestige. 5. Necklace is a sign of feminine romantic. In the visual novel, the necklace is sign and symbol of luck. Tiny gets the necklace from fairy so that she can fly. 6. Wings are sign of freedom.
Object		
Icon	<ol style="list-style-type: none"> 1. Thumbelina's image shows a little graceful girl scarcely a half as big as a thumb. 2. Green headband shows feminine and natural. 3. Gold headband is sign of feminine, happiness, and prestige. 4. Wings show of freedom. 	<ol style="list-style-type: none"> 1. Tiny's image shows a beautiful little girl, cute, innocent and powerless girl. 2. Gold crown shows a throne, wealthy, prestige and feminine. 3. Tears show sadness. 4. Necklace shows a wealthy and feminine. 5. Wings show a freedom.
Index	<ol style="list-style-type: none"> 1. Smile is sign of happiness. It is showed on minutes 00:07:41 when she sings song with her friend and mother. On 00:17:05 until 00:22:31, she plays and sings song with Cornelius. On 01:19:23 and 01:20:16, when the wings appear and Cornelius marries her, etc. 	<ol style="list-style-type: none"> 1. Tears are sign of sadness. It is showed on the figure 1.b. 2. Smile is sign of happiness. It is showed on the figure 2.b.

Symbol	<ol style="list-style-type: none"> 1. Thumbelina symbolizes powerless and innocent human. She needs help from the other characters to save her from bad character. 2. Wings are a symbol of freedom. Thumbelina can fly around everywhere and she frees from her problem. 	<ol style="list-style-type: none"> 1. Tiny symbolizes powerless and innocent human. The same as Thumbelina, Tiny needs help from other characters to save her from bad character. 2. Wings are a symbol of freedom. Tiny can free to fly around and sing song everywhere
Interpretant		
Rheme	<ol style="list-style-type: none"> 1. Shy Expression on minutes 00:15:36 until 00:16:28 when she meets Cornelius at the first time. 2. Happy Expression on minutes 00:17:05 until 00:22:31, she is smiling when she feels comfortable with Cornelius. On the duration 01:20:05 until 01:20:50, Thumbelina looks so happy when she marries Cornelius. 3. Afraid expression is showed on minutes 00:32:30 until 00:32:35 when she falls in the waterfall and she cannot swim. 4. Sad expression is showed on minutes 00:45:19 until 00:46:25. She says to Jacquimo that she feels alone and sad because she cannot go home and find her mother and Cornelius. 	<ol style="list-style-type: none"> 1. Sad Expression on the figure 1.b showed by an image of crying Tiny. 2. Happy Expression on the figure 2.b showed by a image of smiling Tiny for getting a magic necklace.
Argument	<ol style="list-style-type: none"> 1. Thumbelina's character is graceful and kind little girl scarcely a half as big as thumb and she is humble, easy going and friendly but she is powerless and innocent girl. 	<ol style="list-style-type: none"> 2. Tiny's character is beautiful, friendly and kind but she is stubborn, careless, innocent and powerless girl.

Table 1: Semiotic analysis of Thumbelina and Tiny character

In table 1, the signs or symbols found in Thumbelina and Tiny character show that both of them are powerless and innocent girl. They are kind, cheerful, friendly, beautiful and charming little girl. The differences are found in characterization images. In the movie, Thumbelina is imaged and presented as little girl with little size a half as long as

thumb. But, in the visual novel, Tiny is illustrated as little girl with young looking. In the movie and visual novel adaptation, Thumbelina and Tiny are presented as protagonist and main character. In the case, the characterization is linear with signs or symbols found in character image or illustration.

Cornelius and Prince Character

Triangle Meaning	Cornelius's Character	Prince's Character
Sign		
Qualisign	<ol style="list-style-type: none"> 1. Brown is sign of smart, charming and materialist. 2. Red is sign of brave, strong, love, and affection. 3. Yellow is sign of loyal and faithful. 	<ol style="list-style-type: none"> 1. Brown is sign of smart, charming and materialist. 2. Blue is sign of calm, loyal and faithful. 3. Black is sign of strength, wealthy, and wicked.

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Qualisign	<ol style="list-style-type: none"> 1. Brown is sign of smart, charming and materialist. 2. Red is sign of brave, strong, love, and affection. 3. Yellow is sign of loyal and faithful. 	<ol style="list-style-type: none"> 1. Brown is sign of smart, charming and materialist. 2. Blue is sign of calm, loyal and faithful. 3. Black is sign of strength, wealthy, and wicked.
Sinsign	<ol style="list-style-type: none"> 1. Brown hair is sign of charming. Cornelius looks charming. It is showed when Thumbelina falls in love with him and feels happy and comfortable besides him. 2. Red and yellow clothes show Cornelius's bravery, strength, loyalty and faithfulness. It is showed when he fights to save Thumbelina and marries her. 3. Sword is sign of strength that is usually used by people as tools to fight and keep them from dangerous. It is showed when he uses the sword to fight with the Toad's son to save Thumbelina. 4. Wings are sign or symbol of freedom. Cornelius can free to fly everywhere and look for Thumbelina. 	<ol style="list-style-type: none"> 1. Brown hair is sign of smart and materialist. It is showed in Prince's character that is presented as tricky man and he wants to be the king in his palace. 2. Blue and black clothes are sign of loyal, faithful, strength, wealthy and wicked. It is showed in Prince's character as man who do tricky manner to get bigger power and strength so he can serve as a king in his palace. 3. Sword is sign of strength that is usually used by people as tools to fight and keep them from dangerous. It is showed in Prince's fierce expression image and strong man.
Object		
Icon	<ol style="list-style-type: none"> 1. Cornelius's image shows charming, brave, gentle and strong man. 2. Sword shows strength and brave. 3. Wings show freedom. 	<ol style="list-style-type: none"> 1. Prince's image shows a handsome man, strong, bad and fierce. 2. Sword shows strength.
Index	<ol style="list-style-type: none"> 1. Smile shows happiness. On the duration 00:17:05 until 00:22:31, he is smiling when feels happy and comfortable with Thumbelina. 	<ol style="list-style-type: none"> 1. Fierce is a sign of bad man. It is showed on the figure 3.b.
Symbol	<ol style="list-style-type: none"> 1. Cornelius as a man is symbolized as powerful, brave and strong human. 2. Sword is symbol of strength. 3. Wings are symbol of freedom. 	<ol style="list-style-type: none"> 1. Prince in the visual novel as man is symbolized as powerful and bad human. He wants to be king. He uses bad and tricky plan to get Tiny's magic necklace. 2. Sword is symbol of strength.
Interpretant		
Rheme	<ol style="list-style-type: none"> 1. Shy expression of Cornelius on the duration 00:15:36 until 00:16:28 is showed when he meets Thumbelina at the first time. 2. Happy expression on 00:17:05 until 00:22:31 he smiles when he feels comfortable with Thumbelina. On 01:20:05 until 01:20:50, Cornelius looks so happy when he marries Thumbelina. 	<ol style="list-style-type: none"> 1. Expression of Prince on the figure 3.b images that he is fierce and bad man. It is showed through his bad traits that lays and deceives Tiny to get his necklace.

Argument	1. Cornelius’s character is handsome and charming little fairy prince. He is brave, strong, kind, loyal and faithful.	1. Prince’s character is a handsome and strong man but he is bad and tricky. He is liar and deceiver.
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Table 2: Semiotic analysis of Cornelius and Prince character

According the table, both Cornelius and Prince are symbolized and presented as handsome, powerful and strong man. The differences are that Cornelius is presented as protagonist character. He is kind, helpful, loyal, and faithful. Meanwhile, in the visual novel, Prince is presented as antagonist character. He is tricky, bad, liar and deceiver. The sign or symbol presented in both movie and visual

novel are linear with the characterization or characterization traits of Cornelius and Prince.

Based on two tables above, signs or symbols are disposed to Iconic-sinsign that shows an existent thing or event of sign through representation of physics to present characterization according to character traits. In sum, it can be seen in the table as follow:

Table 3: Total Peirce’s semiotic found in both of movie and visual novel

	Thumbelina	Tiny	Cornelius	Prince
Sign				
Qualisign	5	3	3	3
Sinsign	6	6	4	3
Object				
Icon	4	5	3	2
Index	1	2	1	1
Symbol	2	2	3	2
Interpre- tant				
Rheme	4	2	2	1
Argument	1	1	1	1
Total	23	21	17	13

Both Thumbelina and Tiny as main character and mostly showed in the plot of story in the movie and visual novel have more complete visualization and detail than Cornelius and Prince as tritagonist character. This is done in order that the viewer easily understand the story both through the dialog and the visualization of the character.

Relation between Characterization and Signs

Based on the analysis above, *Thumbelina* movie is disposed using showing method to present the characterization. Meanwhile, *Tiny and Her Necklace* visual novel game is disposed using telling method to present the characterization. This might influence the use of signs or symbol based on character traits through an image or illustration. The characterization can be known through sign or symbol found in the characters images or illustration.

Based on table 3, it can be concluded that

signs or symbols of the characters in the movie are more visualized than the characters in the visual novel. Therefore, there are more signs or symbols used and found in the movie than in the visual novel which is disposed to use telling method. In other words, the visualization of character in showing method is more dominate than in telling method. Telling method gives emphasis more on the narration than the visualization. Hence, the semiotic found in literary work that is disposed to use showing method is more dominate than literary work that is disposed to used telling method.

In this research, the researcher finds similarities and differences of the movie and visual novel game adapted from Andersen’s *Thumbelina*. Both Thumbelina and Tiny are presented as protagonist and main character in the story and the prince as tritagonist

character. The visualization of the characters is more complex and dominant than prince as the tritagonist character. It is because the protagonist character has central role as the main character who affects the plot of the story. Other similarity is that both Thumbelina and Tiny are designated in sign or symbol of of powerless and innocent girl. Meanwhile, the princes are strong and brave character.

However, both works have differences, they are:(1) the plot of the story, (2) characterization and sign or symbol presented and illustrated in the characters, and (3) moral value delivered to the audience. The movie is likely to adapt faithfully and the visual novel is arranged to adapt unfaithfully from the original short story. In the movie, Thumbelina is presented as kind and loyal little girl and fairy prince, Cornelius is presented as helpful and kind man. But in the visual novel, Tiny is presented as stubborn and careless girl and Prince is presented as liar and bad man. Besides, the moral value found in the movie is to keep struggle to get success and happiness. On the other hand, the visual novel suggests the player not to judge people by the cover. Hence, to present character especially illustrated in the digital literary work, the creator should concern using the sign or symbol described based on characterization. Besides, the research finds that adaptation of literary work is not only done on the plot of the story but also in the characterization, signs or symbols showed in the characters and moral value delivered to the audience.

Conclusion

Based on analysis above, *Thumbelina* animation movie and *Tiny and Her Necklace* visual novel adapted from the short story of Andersen's *Thumbelina* have similarities and differences to present the characterization. The method used by the adaptation works are (1) telling method to present the characterization through the use of names and their visualization. (2) showing method including characterization through dialogue and facial expression of the character. However, the movie presents characterization through action of the character, or it can be said that showing method is dominant method in this work. Meanwhile, the visual novel tends to use telling method in presenting the characterization through direct commentary from the author or narrator since it is played like reading a novel diegetically.

Thus, animation pictures as media are crucial in both works. Therefore, signs or symbols are found in both works through character images or illustrations. Those signs are disposed to Iconic-sign that shows an existent thing or event of sign through representation of physics to present characterization according to character traits. Both adaptation works symbolize girl characters as kind, feminine, powerless and innocent girl and man characters as strong and brave. Nevertheless, movie tends to adapt characterization of the characters faithfully. Thumbelina and Cornelius are characterized as protagonist character. Meanwhile, the visual novel presents Tiny as protagonist character with different characterization as stubborn and careless girl, and Prince as antagonist character who is tricky and liar. Therefore, in the adaptation of literary work, there are shifts of meaning that are not only showed in the plot of the story but also in characterization, signs or symbols and moral value delivered to the audience or viewer.

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