

Moral Value of the Main Character in Movie *Toy Story 3* and Its Application in Teaching Vocabulary

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Abstract. This research aims to identify moral value in the main character in the movie *Toy Story 3* and its application in teaching vocabulary. This research used descriptive qualitative method. The data source of this research is *Toy Story 3* Movie. The researcher collected the data by watching *Toy Story 3* Movie, reading the movie script and finding the utterances that contain moral values in the film *Toy Story 3*. In analyzing the data the researcher collected the data, categorized the data, counted the categorized data, discussed the data, applied the data in teaching vocabulary, and drew conclusions and suggestions. The result of the research shows that researcher finds there are five types of moral values including the Value of Being and Value of Giving in the Main Character of *Toy Story 3* Movie. The number of utterances containing the Value of Being is 21. There are 4 utterances (19%) categorized honesty, 6 utterances (29%) categorized courage, 3 utterances (14%) categorized peace, 7 utterances (33%) categorized confidence, 1 utterance (5%) categorized discipline. Furthermore, researcher finds six types of moral values which are including in the Value of Giving in the Main Character of *Toy Story 3* Movie. The number of utterances containing the Value of Giving is 37. There are 12 utterances (48%) categorized loyalty, 3 utterances (12%) categorized respect, 6 utterances (24%) categorized love, 8 utterances (32%) categorized unselfishness, 7 utterances (28%) categorized kindness, 1 statement (4%) categorized justice. The finding of this research can be applied in teaching vocabulary for the ninth grade students of junior high school.

Keywords: Moral Value, Movie, Teaching Vocabulary

1. Introduction

Moral values serve as reference norms for a person or group to determine whether an attitude and action is good [1] Moral values should be taught because they provide a framework, guide, and track for purposeful, swift, and practical life movement [2]. Moral values are principles or standards used to determine what is considered right or wrong in the

behavior and decisions taken by a person or group of people. Moral values can vary from one individual to another and can also differ between one group or society and another group or society. Some examples of shared ethical values are honesty, justice, tolerance, kindness, and responsibility. Apart from that, moral values are also often associated with a person's religion or belief system. However, moral values can also come from other sources, such as philosophy or societal norms.

Film is a communication medium that conveys specific values, such as moral values. In general, values can be interpreted as ideas related to what is considered good, bad, worthy, and desired by all social levels. Films can be used as a lesson in moral values for society, from children to adults [3]. Considering the large number of behaviors that occur today, the low level of moral values used by society makes researchers interested in discussing this matter. For example, in education, there are quite a few common moral values towards students that are carried out towards teachers, such as older people.

Films are a means of conveying important messages to society entertainingly and enjoyably. Various film genres have been made by directors worldwide, including comedy, action, drama, romance, animation, and horror. With the development of the digital era, there are many digital platforms or applications for watching films, such as Netflix, Disney Hotstar, WeTv, Iflix, and even YouTube. Apart from being an entertainment medium, films can also be used as a learning medium to hone English language skills.

This research uses animated films. Based on [4] Animated films function as entertainment and can also be an effective means of character education. *Toy Story 3* is an example of an animated movie that is rich in moral values, especially in the main character. Children, teenagers, and adults also like the film because it has many moral values that can be taken from the main character. (As cited in [5]) In the reflection of the main character of *Toy Story* "Woody," one can emulate loyalty in friendship. If you conclude, this is part of good morals. Having good morals will also have an impact on a student and the surrounding environment.

As a researcher, he will tell you a little. This film tells the story of a toy owner named Andy whose toys include Woody, Jessie, Buzz Lightyear, Slinky, Mr & Mrs. Potato Head, Rex, and Barbie. In the story, Andy grows up and wants to donate his toys to a kindergarten called "Sunnyside," the toys meet other toys named Lotso, BigBaby, and Ken. And there was a conflict between the toys, where those who had just joined "Sunnieside" had to be in a small class where, in fact, the children treated a toy roughly. Woody also wants Lotso and his friends to treat his friends well. Because finally they believed that Andy didn't want to throw away his toys. Finally, they tried to escape by hiding and passing the guard of Lotso and his friends, where they eventually returned to Andy, but Andy wanted to give his toys to the son of the "Sunnyside" manager named Boonie.

Based on the statement above, researchers are interested in choosing *Toy Story 3* as a vocabulary teaching medium. According to [6] and [7] Researchers also believe that using this media can make society more receptive, thereby creating a generation with an extensive vocabulary, especially English. Researchers believe that people can take moral values from the film and simultaneously learn English. The language itself needs to be supported by each individual's abilities. The way for individuals to be able to speak English must be done with total effort and perseverance.

2. Method

In conducting this study, (As cited in [3]) the researcher uses the descriptive qualitative method. According to [8] says that qualitative research is research that is used to produce a grounded theory that appears from data, not a hypothesis, like in quantitative research. According to [9], the research method is a scientific way to get data for a certain purpose and usage. According to [10], says that qualitative research has some characteristics as follows: Qualitative research is exploring a problem and developing a detailed understanding of a central phenomenon, Qualitative research is having the literature review play a minor role but justify a problem, Qualitative research is stating the purpose and research questions in a general and broad way so as to the participant experiences, Analyzing the data for description and themes using text analyses and interpreting the more significant meaning of the findings, Writing the report using flexible, emerging structures and evaluative criteria and including the researchers' subjective reflexivity and bias.

This research uses descriptive qualitative research. In conducting this research, he uses descriptive qualitative research because the researcher would like to describe the moral value found in the script of *Toy Story 3* Movie.

Data source is the subject of the research that gives information about where and when the data is obtained, [11] The data source of this research is *Toy Story 3* Movie.

According to [11], the unit of data analysis in research is a certain unit that is measured as a research subject. In this research, the unit of analysis is sentences containing moral values in the *Toy Story 3* Movie.

Research instrument plays a vital role in obtaining research results. It is a set of methods that is used to collect the data. [9] states that in qualitative research, the researcher is the primary instrument for data collection and analysis of the data and making conclusions. Therefore, the main instrument in analyzing the data of this research is the researcher himself. He collects the data by finding and listening to the *Toy Story 3* Movie.

[9] states that the technique of collecting data is the main part of research because the main objective of research is getting the data. The researcher needs to know the technique of collecting data to get the data. Furthermore, (As cited in [3]) states that data collecting is to inspect variables for which research used interview methods, tests, questionnaires, documentation, etc.

In this research, the researcher uses the following step to collect the data. The steps used by the researcher are as follows:

- a. Watching *Toy Story 3* Movie.
- b. Reading the movie script.
- c. Finding the utterances that contain moral values in the film *Toy Story 3*.

[12] says that data analysis is critical to the qualitative research process. Analysis of any kind involves a way of thinking. It refers to the systematic examination of something to determine its part, the relation among parts, and the relationship to the whole. The analysis is research for patterns. In this research, the technique of analyzing data covers the following steps:

- a. Identifying the data
- b. Categorizing the data
- c. Counting the categorized data
- d. Discussing the data
- e. Applying the data in Teaching Vocabulary
- f. Drawing conclusions and suggestions

3. Findings

In this section the researcher will describe the moral values of the main characters used in the film *Toy Story 3* and also how they are applied in Vocabulary Teaching. According to [13] Moral Values, moral values are divided into two, namely the Value of Being and the Value of Giving. In the table below the researcher will present data analysis the moral value categories Value of Being and Value of Giving in the film *Toy Story 3*. The finding of this research can be seen in the table below:

Table 1. Value of Being

No	Categorized	Frequency	Percentage
1.	Honesty	5	31%
2.	Courage	4	25%
3.	Peaceability	2	13%
4.	Self-confidence	4	25%
5.	Discipline	1	6%
Total		16	100%

Based on this table, researcher finds five types of moral values including the Value of Being in the Main Character of *Toy Story 3* Movie. The number of utterances containing the Value of Being is 16. There are 5 utterances (31%) categorized honesty, 4 utterances (25%) categorized courage, 2 utterances (13%) categorized peaceability, 4 utterances (25%) categorized confidence, 1 utterance (6%) categorized discipline.

Table 2. Value of Giving

No	Categorized	Frequency	Percentage
1.	Loyalty	7	30%
2.	Respect	1	4%
3.	Love	2	9%
4.	Unselfishness	5	22%
5.	Kindness	7	30%
6.	Justice	1	4%
Total		23	100%

Based on this table, researcher finds six types of moral values which are including in the Value of Giving in the Main Character of *Toy Story 3* Movie. The number of utterances containing the Value of Giving is 23. There are 7 utterances (30%) categorized loyalty, 1 utterances (4%) categorized respect, 2 utterances (9%) categorized love, 5 utterances (22%) categorized unselfishness, 7 utterances (30%) categorized kindness, 1 utterance (4%) categorized justice.

4. Discussion

After collecting and finding data, the researcher answered the problem formulation using the results of the discussion. The researcher found 16 utterances that were classified as Value of Being and 23 utterances that were classified as Value of Giving based on Linda and Eyre's theory and in this section the researcher will connect the moral value utterance of the main character of the film *Toy Story 3* with Vocabulary Teaching.

a. The Types of Moral Values in *Toy Story 3* Movie Based on Linda and Eyre's Theory

According to [13] moral values can be divided into two groups :

1) Value of Being

The value of being is the value in humans that develops into behavior and how we treat others. Value of being such as :

a. Honesty

Honesty is a behavior based on an effort to make oneself a person who is always trusted in words, actions, and work [14]. Here are, some examples related to Honesty carried out by the Main Character.

Example 1

Mrs. Potato Head : "Didn't you see? Andy threw us away!"

Woody : "No...! No, no, no! He was putting you in the attic!"

Mr. Potato Head : "Attic? So how'd we end up on the curb?!"

**Woody : "That was a mistake! Andy's Mom thought you were trash!"
(00:17:55)**

The conversation occurred when Woody approached his friends who had already gotten out of the trash bag to enter the donation box at Sunnyside in the Garage. Because Woody saw that Andy wanted to keep his toys in the attic, because by mistake Andy's mother thought that they were trash that would be thrown away. Even Woody was willing to get out of his box that said campus, because he wanted to make sure his friends would be kept in the attic. From the dialogue above, Woody has a sense of honesty, which is proven by him saying "*That was a mistake! Andy's Mom thought you were trash!*" The word "*mistake*" shows Woody's honesty.

b. Courage

Courage is when doing something right without following others, even though it is hard. Here are, some examples related to Courage carried out by the Main Character.

Example 1

Mrs Potato Head : "It's all right, Barbie. You'll be okay!"

Barbie : "Well... Molly and I have been growing apart for years, it's just... I can't believe she would throw me away"

Mrs Potato Head : “Welcome to the club, Toots!”
Woody : **“Okay, everyone, listen up... We can get back to Andy’s but we gotta move fast. We’ll hide under the seats ‘til we get home...”**
(00:18:54)

This conversation occurred when Woody and his friends were at the Donation Box, at that time Andy's mother was already in the car and was about to take the box to Sunnyside. The Toys gather around Barbie, who is crying. Mrs. Potato Head patted him on the shoulder. Barbie nodded, showing a brave attitude. But, he broke down again. Suddenly, the box opens and Woody and Buzz enter. Then Woody invites them to immediately get out of the box and sneak away so they can go home. But his friends refused because they thought Andy would throw him away. This dialogue proves that Woody dares to make decisions for his friends as evidenced by the dialogue *"We can go back to Andy's house but we have to move quickly. We will hide under the chair until we get home..."* from the words *"We will hide under the chair until we get home..."* shows Woody has the courage to make a decision so he can return home.

c. Peaceability

Peaceability is the ability to control ourselves calmly and patiently in the face of an incident or challenge. Peaceability is described as a person's capacity to try to control themselves to avoid arguments and create peace. Here are, some examples related to Peaceability carried out by the Main Character.

Example 1

Jessie : “We’re being abandoned...!”
 Buzz : “We’ll be fine, Jessie!”
 Hamm : “So why did Sarge leave?!”
 Mrs. Potato Head : “Should we leave?!”
 Slinky : “I thought we were goin’ to the attic!”
 Rex : “Oh, I hate all this uncertainty...!”
Woody : **“Whoa, whoa! Hold on! Quiet!!! No one’s getting thrown out, okay?! We’re all still here, aren’t we?! I mean, yeah, we’ve lost friends along the way-- Wheezy and Etch and....”**
 Rex : “Bo Peep?”
(00:09:47)

This conversation occurs when Sarge and the Soldier climb up to Andy's table. The other toys continue to argue. Everyone turned around. Sarge and his last two Soldiers climbed onto the windowsill. The sarge strap is paired with Soldier One. They jump. Their parachutes opened and the wind carried them

away. He jumped and flew too. And they panicked and some of them thought they were going to be thrown away. The toys were stunned. Woody turned around, waved his hand and calmed them down so they wouldn't panic and fight. This dialogue proves that Woody and his friends must not panic and must overcome it with peace so that there are no fights as proven by the dialogue **"Hold on! Quiet!!! No one's getting thrown out, okay?! We're all still here, aren't we?"** The sentence **"Hold on! Quiet!!!"** shows that everything must be calm and peaceability, there should be no commotion. This shows Woody's attitude which likes peace.

d. Self-Confidence

Self-confidence is the same as making decisions about our actions and giving ourselves superiority. In other words, self-confidence is an attitude to eliminate anxiety in us. Here are, some examples related to Self-confidence carried out by the Main Character.

Example 1

Mr. Potato Head	: "Where'd ya leave it this time?"
Mrs. Potato Head	: "Someplace dark. And dusty!"
Hamm	: "C'mon. Let's see how much we're goin' for on eBay..."
Woody	: "Don't worry. Andy's gonna take care of us. I guarantee it." (00:10:56)

This conversation occurred when they were panicking and some of them thought they were going to be thrown away. The toys were stunned. Woody turned around, waved his hand and calmed them down so they wouldn't panic and fight. The toys shrugged, half-agreeing. Woody softened and The Toys broke up. Mrs. Potato Head covered her empty eye sockets with her hands. and the other friends are sad, Woody sees the Toy walking with anxiety. But Woody tried to calm them down by saying **"Don't worry. Andy's gonna take care of us. I guarantee it."** In the words **"I guarantee it."** This dialogue proves that Woody shows that he is Self-confident, that Andy will not throw away his toy, but will keep it.

e. Discipline

Discipline is one of the values that means being able to control, manage, and balance all activities and actions in managing themselves and their time. This includes discipline towards something and self-discipline in terms of physical, mental, and financial. Here are, some examples related to Discipline carried out by the Main Character.

Example 1

Slinky	: "How do we do that?"
Hamm	: "I dunno! That part's in Spanish!"
Woody	: "We don't have time for this! C'mon!" (01:08:03)

This conversation occurred when Woody and his friends were in the Caterpillar Room at night, when they were trying to catch Buzz Lightyear who was affected by Demo mode, and his friends wanted to reset Buzz according to the guidebook regarding Buzz Lightyear, during the setup process, it turned out A mistake occurs which causes Buzz to change to speaking Spanish, and in his rush to avoid being caught by Lotso and his friends, Woody makes the most of the time as quickly as possible before being caught by Lotso's patrol car. This dialogue proves that Woody is disciplined in his time which is shown in the dialogue "We don't have time for this! C'mon!" from the words "We don't have time for this!" This shows discipline in Woody.

2) Value of Giving

Giving is the value to be practiced or provided and then. It is viewed as a giving, which includes something invisible but valuable. Value of giving such as :

a. Loyalty

Loyalty is doing something with sincerity without complaining or expecting anything in return. Loyalty is not just an action but also a matter of way of thinking and how to motivate. Here are, some examples related to Loyalty carried out by the Main Character.

Example 1

Lotso	: "Well, now, I'll tell ya -- when the kids get old, new ones come in. When they get old, new ones replace them. You'll never be outgrown or neglected. Never abandoned or forgotten. No owners means no heartbreak."
Jessie	: "Yeee-hawww...!!!"
Mrs. Potato Head	: "It's a miracle!"
Mr. Potato Head	: "And you wanted us to stay at Andy's!"
Woody	: "<i>Because we're Andy's toys!</i>" (00:22:52)

This conversation occurred when Woody and his friends were in the Caterpillar Room. They arrived there and were greeted by Lotso and his friends too. This created curiosity among Woody's friends about what would happen if the children in Sunnyside grew up. As an adult, Lotso tells them that there will be other children coming and new ones, making them (Toys) have no attachments and determine their own destiny. Mr Potato Head really likes this, but Woody denies it because he feels he still has an owner, namely Andy. This dialogue proves that Woody has a high spirit of loyalty as seen in the dialogue "*Because we're Andy's toys*". This shows Woody's loyalty.

b. Respect

Respect is the appreciation for someone's beliefs. It can be a deep feeling towards something or someone because of one's abilities, qualities, and achievements. Here are, some examples related to Respect carried out by the Main Character.

Example

Lifer : "You got lucky once. Want my advice? Keep your heads down. You'll survive."

Woody : "Yeah? For how long?"

Lifer : "I been here years. They'll never break me. There's only one way Toys leave this place..."

Lifer : "Poor fella. Trash truck comes at dawn. Then it's off to The Dump..."

**Woody : "I appreciate your concern, Old Timer. But we have a kid waiting for us. Now we're leaving. If you'd help us one toy to another -- I'd sure be grateful."
(00:55:46)**

This conversation occurred when Woody returned to Sunnyside with Boonie, he sneaked into the classroom looking for his friends, when Lifer slipped, the phone rang then Woody crawled and held the telephone receiver to communicate with Lifer, at this time Lifer wanted to tell Woody to leave Sunnyside, because of the situation in Sunnyside is getting tighter and more complicated. In this dialogue there are the words "**I appreciate your concern**". This proves that Woody respects Lifer because he cares about him and his friends.

c. Love

Love is a natural feeling of deep affection and has a meaning that is difficult to explain in words; it can be expressed through attention and actions. Here are, some examples related to Love carried out by the Main Character

Example 1

Woody : "So this is it? After all we've been through?"

Woody : "Bullseye, no. You need to stay!"

**Woody : "Bullseye, no! I said stay! Look -- I don't want you left alone in the attic, okay? Now, stay."
(00:28:39)**

This conversation occurred when Woody was tired of persuading his friends to go home to Andy's house, and in the end he went back to Andy's house himself. When he wanted to leave, Bullseye followed Woody, but Woody didn't want him to follow him, because he was worried that if he came along he would end up in the attic alone. In this dialogue there are the words "I don't want you left alone in the attic, okay" this proves that Woody loves Bullseye because he doesn't want his friend to be alone in the attic, so that's why he told him to stay at Sunnyside with his other friends.

d. Unselfishness

Unselfishness is the same as helping others when they are in trouble. These values include empathy, tolerance for others, and brotherhood. Here are, some examples related to Unselfishness carried out by the Main Character.

Example 1

Jessie : "Woody -- wake up! It's over! Andy is all grown up!"
Woody : "*Okay, fine! Perfect! I can't believe how selfish you all are.*" (00:27:55)

This conversation occurred when Woody was tired of persuading his friends to go home to Andy's house, and in the end he went back to Andy's house himself. In the dialogue there are the words "*I can't believe how selfish you all are.*" This dialogue proves that Woody is not selfish about himself, but he also thinks about Andy. Because on the other hand, Woody has to go with Andy to campus. This shows Unselfishness as the main character.

e. Kindness

Kindness is also a human strength that influences well-being and removes relationship gaps. In other words, being kind is better than being rude. Here are, some examples related to Kindness carried out by the Main Character

Example 1

Slinky : "He thinks he's a Space Ranger again!"
Woody : "Oh no..."
Hamm : "Oh yes. "Return of the Astro Nut!"
Jessie : "Oh, Woody, we were wrong to leave Andy. I... I was wrong..."

Mr. Potato Head : "Jessie's right, Woody-- she *was* wrong!"
Woody : "*No, no. It's my fault for leaving you guys. From now on, we stick together.*" (00:57:51)

This conversation occurred when they had finished playing with the children and they heard that Woody was calling them, and they approached Woody, who immediately hugged Woody, happy because they knew that their friend was still okay, and they were sorry that what was said was true. by Woody that's true, if we want the toys to be stored in the attic, which Mrs. Potato Head, whose other eye, is left in Andy's room, and he sees that Andy is looking for the toys in the trash bag. Based on this dialogue, Woody does not blame anyone, in fact he blames himself for leaving his friends and he still wants to help and support his friends even though they never trusted them.

This is shown in the dialogue *"No, no. It's my fault for leaving you guys. From now on, we stick together."* from the words *"No, no. It's my fault"* and *"From now on, we stick together"* shows the main character's Kindness.

f. Justice

Justice is an attitude and action to show humanity. It all must be based on honesty, intelligence, and courage in oneself. Another statement from Aristotle in [15] is that justice is an attitude that wants to give something to others according to the rights and portions they get. Here are, some examples related to Justice carried out by the Main Character

Example

Lotso	:	"I'm stuck! Help!!! Please!"
Jessie	:	"Woody!"
Lotso	:	"Thank you!"
Woody	:	"Don't thank me yet." (01:19:24)

The dialogue occurred while in the rubbish disposal hall, when the machine was moving and the crushing machine was getting closer, suddenly Lotso, who was trapped and stuck in a golf bag, screamed and asked for help. Woody ran back to save Lotso by prying with the golf club he had, and a moment after he managed to escape, Woody grabbed Lotso's hand and held an aluminum object so that he pulled it up to avoid the crushing machine. In the dialogue *"Don't thank me yet."* shows that Woody helps indiscriminately and he has a spirit of justice even though he was once eviled by Lotso.

b. The Application of moral values in Teaching Vocabulary

Vocabulary is the main element that connects the four English language skills, especially for students in the process of learning, mastering and using language. Therefore, the researchers concluded that vocabulary teaching is an important aspect of language learning based on words because it is almost impossible to learn a language without words; even communication between humans is based on words. This research only focuses on how to apply moral values from films in teaching vocabulary in high school class IX in the first semester.

5. Conclusion

Based on the table, researcher finds five types of moral values including the Value of Being in the Main Character of *Toy Story 3* Movie. The number of utterances containing the Value of Being is 16. There are 5 utterances (31%) categorized honesty, 4 utterances (25%) categorized courage, 2 utterances (13%) categorized peaceability, 4 utterances (25%) categorized confidence, 1 utterance (6%) categorized discipline. Furthermore, researcher finds six types of moral values which are including in the Value of Giving in the Main Character of *Toy Story 3* Movie. The number of utterances containing the Value of Giving is 23. There are 7 utterances (30%) categorized loyalty, 1 utterances (4%) categorized

respect, 2 utterances (9%) categorized love, 5 utterances (22%) categorized unselfishness, 7 utterances (30%) categorized kindness, 1 utterance (4%) categorized justice. Moral value that found in the *Toy Story 3* Movie can be used in Teaching Vocabulary for Ninth grade students of junior high school.

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