

Content Analysis of Verbal Violence in Film: Crows Zero, Crows Zero II, and Crows Zero Explode

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Abstract

This research aims to conduct a comprehensive analysis of the frequency and distribution of verbal violence in three films: "Crows Zero," "Crows Zero 2," and "Crows Zero Explode." The methodological approach employed is quantitative content analysis, allowing for the identification of various types of verbal violence such as harsh language, threats, insults, rating, scolding, and humiliation. All scenes depicting verbal violence in the three films constitute the research population. The findings of this study highlight the high frequency of verbal violence in the films, with the "weighting" indicator dominating in all three. Furthermore, the distribution of verbal violence also exhibits significant variations among the films, reflecting differences in character dynamics and storyline. Although verbal violence plays a crucial role in character development and narrative reinforcement, this research emphasizes that the representation of verbal violence in films does not always mirror reality. Instead, it is frequently utilized as a narrative tool to explore the complexity of interpersonal relationships and stimulate tension within the story. This study sheds light on a new understanding of how verbal violence is depicted in the context of films, emphasizing its essential role in shaping characters and weaving intricate narratives. Therefore, this research provides a richer insight into how verbal violence is represented.

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Introduction

Quantitative content analysis is a research method used to analyze communication content systematically and objectively. The aim is to describe the characteristics of the content and draw inferences from that content. Quantitative content analysis is carried out by identifying the visible (manifest) content of communication. The visible content of communication is content that can be observed or measured directly, such as the frequency of use of words, themes or ideas (Eriyanto, 2011 in (Marthin, Hadi, & Lesmana, 2020)).

Film is a type of mass media that has a long history in the study of communication experts. This is because films have the ability to convey messages and information to the public widely and effectively. According to (Aprilia & Cahyani, 2022) film, it is a medium that can be used to display existing social realities. The goal is for the audience to see, understand and feel this reality.

Films can influence people's views about certain ideas, thoughts or ideologies (Citra S & Bahfiarti, 2018). Apart from that, film is also a work of art where the entire creation

process reflects human thoughts and feelings. (Prasetya & Rahman, 2020) In the world of film, we often encounter messages that contain elements of violence, both explicitly and implicitly (Rononuwu, Hadi, & Angela, 2020).

Films have a huge influence by influencing someone through the messages they convey, both directly and indirectly (Chamdliyah, Hasanah, Karolina, & Yuniar, 2022). One example of a film that depicts violence as a solution to problems is *Crows Zero*, a film that tells about the lives of students at Suzuran High School, the worst school in Japan. This school is famous for its gangs that fight each other. The students at Suzuran High School can only show their strength through fighting. This film depicts violence as the most appropriate way to solve problems. This can be seen from how Suzuran High School students solve their problems by fighting (HIDAYAT, 2018).

This research topic involves an in-depth understanding of how many scenes of verbal violence appear in the film. Verbal violence in the media can have a significant impact on how society views, understands, and responds to violent situations. To date, no research has quantitatively examined the verbal violence in "*Crows Zero*." Most previous research has focused on qualitative content analysis or research on violence in other media. Therefore, there are weaknesses in existing knowledge regarding how verbal violence is represented in these films and how it may influence audience perceptions.

As for formulation problem based on background behind that has been outlined above _ is about how often violent scenes appear in the films *Crows Zero*, *Crows Zero II* and *Crows Zero Explode*. The frequency of violent scenes appearing was measured using the content analysis method. The population of this research includes the films *Crows Zero*, *Crows Zero II* and *Crows Zero Explode* and the research sample includes scenes in the films *Crows Zero*, *Crows Zero 2* and *Crows Zero Explode* which show verbal violence. It is hoped that the results of this research will provide a more comprehensive and in-depth insight into verbal violence in the film. It can be seen from the background above, the aim of this research is to find out the frequency of forms of verbal violence shown in the films *Crows Zero*, *Crows Zero II* and *Crows Zero Explode*.

Literature review

Research conducted by Sharif Ady Putra on 2015, in *eJournal Knowledge Communications* Volume 3, Number 1, aims for analyze verbal violence that appears in a comedy show *Pesbukers*. Study This involve analysis of the 1,396 episodes of *Pesbukers* broadcast on September 1 to 30, 2014. In analysis, research This using five categories verbal violence, namely: association on animals, swearing , hyperbole , eutimism , and verbal violence _ dysphemism . Method used _ in study This is analysis fill quantitative. Difference between study This with study I is located on object And focus study. Study This focused on verbal violence that occurs in the *Pesbukers* program on Ant, meanwhile study I focused on verbal violence in the films *Crows Zero*, *Crows Zero 2*, and *Crows Zero Explode*. 2.

Research conducted _ by Ezzy Augusta Mutiara, entitled " View Violence In Film: Studies Content Analysis about Violence Physique And Psychological in Gareth Evans ' "*The Raid: Redemption*," aims For evaluate level existing violence in the film "*The Raid: Redemption*." Results study show that violence in this movie Enough significant. Of eight scene in the film , violence physique dominate with percentage amounting to 85.2%. Specifically , scenes hit is scene violence the most dominant physical , occurs 413 times or around 42.1% of total violence physique . Scene hit the most happen in sequence 8 (eight) with frequency 82 times or around 19.85%. Study This use method analysis fill quantitative . Difference between study This with study I is located on object And focus study . Study This focus on analysis violence physique And psychological in the film "*The Raid*:"

Redemption," whereas study I, focused on verbal violence in the films *Crows Zero*, *Crows Zero 2*, and *Crows Zero Explode 3*.

Research conducted by Alvionita Choirun Nisa And Umaimah Wahid on 2014, in journal "Communication" volume 9, number 1, aims For analyze internal verbal violence soap opera "Mason Porridge "Maik Haji The 4 Series" which was broadcast on RCTI, in particular in episodes 396-407. Objective main study This is For identify pattern verbal violence and potency verbal abuse is present in a soap opera the . Study This use method analysis fill quantitative . Difference between study This with study i, lies on object And focus study . Study This focused on analysis verbal violence that occurs in impressions soap opera "Mason Porridge "Major Hajj The Series," meanwhile study writer I am more emphasize on verbal violence in the films *Crows Zero*, *Crows Zero 2*, and *Crows Zero Explode*.

Methodology

The research method used by researchers is content analysis with a quantitative approach. Quantitative research is a type of research that uses quantitative data to analyze a phenomenon. This quantitative data is measured and analyzed objectively using statistics (Ahmad, 2018). Quantitative content analysis is research that aims to find visible messages and information by calculating and measuring the facts that occur (Chamdliyah, Hasanah, Karolina, & Yuniar, 2022). Researchers will use quantitative content analysis to count and measure the amount of verbal violence in the films *Crows Zero*, *Crows Zero 2*, and *Crows Zero Explode*.

The population of this study includes the films *Crows Zero*, *Crows Zero II* and *Crows Zero Explode*. Researchers selected samples using purposive sampling techniques to obtain accurate research results. Therefore, this research sample includes dialogues in the films *Crows Zero*, *Crows Zero 2*, and *Crows Zero Explode* which show verbal violence. Researchers collect data by directly observing the research object (Observation). The researcher chose the observation technique because this technique allows the researcher to analyze the message content or information of a film directly. Researchers observed scenes showing verbal violence in the films *Crows Zero*, *Crows Zero 2*, and *Crows Zero Explode*. The coding analysis unit is every scene of verbal violence in the films *Crows Zero*, *Crows Zero II*, and *Crows Zero Explode*. Each verbal interaction that contained elements of verbal violence was considered a coding unit. This includes dialogue that meets the established criteria for verbal violence, such as being rude, threatening, degrading, shouting, scolding or insulting.

This research variable analyzes scenes of verbal violence. Indicators of verbal violence include harsh words, threats, humiliation, shouting, scolding, insulting.

Variables	Indicator	Information
Verbal Violence	1. Harsh words	Saying words
2. Threaten	1.	that are not
3. Condescending		proper
4. Snapping	2.	Effort to
5. Scolding		scare
6. Insulting		so that the victim follows what the perpetrator wants.
	3.	Say that sentence put someone down
	4.	Scolding with loud sound
	5.	Expressing emotions excessively
6.		Saying words that hurt feelings

Source : (Chamdliyah, Hasanah, Karolina, & Yuniar, 2022), (KRISTIANA & Muhibbin, 2019), (Nisa & Wahid, 2014), (Suarfi, 2021)

To ensure that the verbal violence measuring tool was reliable, a reliability test was carried out involving one additional assessor. This additional assessor will assess whether a statement is included in the verbal violence category using the indicators that have been prepared. In this research, the researcher acted as a coder. Researcher 1 will be coder 1, while Safira will be coder 2. The results of coding using coding sheets from the two coders will be compared to measure the accuracy of the research results.

Researchers use the Holsti formula to test reliability. The Holsti reliability test is a method of inter-coder reliability testing that is used to measure the similarity of analysis results from two or more coders. In the Holsti reliability test, the reliability value obtained is expressed as a percentage. The Holsti reliability test was carried out to measure the similarity of the results of the verbal violence analysis. In this research, the researcher acted as coder 1 and Safira as coder 2. After watching and understanding the research object carefully, the two coders filled in the coding sheet. then the Holsti formula is used as follows: $CR = 2M/(N1+N2)$

Information:

CR : Reliability Coefficient.

M : Number of statements approved by the coder.

N1+N2 : Number of statements coded by the coders.

The acceptance threshold is the limit value used to determine whether a measuring instrument is reliable or not. In the Holsti reliability test, the acceptance threshold that is often used is 0.7 or 70%. If the calculated reliability value exceeds 0.7, it indicates that the measuring instrument is reliable. Conversely, if the value is below 0.7, the measuring instrument is considered unreliable.

According to (Shofiadi, et al., 2021) there are various kinds of validity tests to ensure that the analysis results are accurate and reliable. The validity test can be divided into three categories, namely: Data-oriented validity, Results-oriented validity, Process-oriented validity. Researchers use data-oriented validity tests, namely data completeness tests, because looking at the aim of this research, validity is suitable, namely using data validity.

Results and Discussion

As results data collection in the field For look for frequency verbal violence in the dialogue of the films Crows Zero, Crows Zero 2, and Crows Zero Explode , that found a number frequency from results calculation And agreement between coder 1 and coder 2 in the upcoming films Crows Zero, Crows Zero 2, and Crows Zero Explode displayed in table following .

Table 1. Frequency Verbal Violence in Impressions Crows Zero, Crows Zero 2, and Crows Zero Explode Movie Scenes .

NO.	RESEARCH UNIT	CODER 1	CODER 2	FREQUENCY	PERCENTAGE
1	Said Rough	42	43	42	14.00%
2	Threaten	36	35	36	12.00%
3	Condescending	35	39	35	11.67%
4	Snapped	88	88	88	29.33%
5	Scolding	54	55	54	18.00%
6	Insulting	45	45	45	15.00%
	TOTAL VALUE	300	305	300	100%

Reliability : $CR = 2 M / N_1 + N_2$

$CR = 2(247) / 300+305$

$= 0.816528926$

$= 82\%$

Based on the table above, it can be seen that the frequency of verbal violence in the films Crows Zero, Crows Zero 2, and Crows Zero Explode Verbal violence was found 300 times with indicators of harsh words 42 times with a percentage of 14%, threatening 36 times with a percentage of 12%, demeaning 35 times with a percentage of 11.67%, yelling 88 times with a percentage of 29.33%, scolding 54 times with a percentage of 18%, and insulting 45 times with a percentage of 15%. Furthermore, the results of the reliability test show that the level of reliability of verbal violence for each indicator is 307 or 307%. The Holsty formula states that the threshold for testing categorization reliability is set at 0.7 (70%). In other words, if the calculated reliability value exceeds 0.7, it indicates that the measuring instrument is reliable. Conversely, if the value is below 0.7, the measuring instrument is considered unreliable. Based on the results of the reliability assessment of verbal violence based on certain indicators, it shows a reliability value of 0.81 or 82 %, so that tool measuring

This Already Certain reliable because it is above 0.7 or 70 % (Chamdliyah, Hasanah, Karolina, & Yuniar, 2022).

Table 2. Frequency Verbal Violence in Impressions Crows Zero, Crows Zero 2, and Crows Zero Explode Movie Scenes .

No.	Research Unit	Film			Frequency	Percentage
		Crows Zero	Crows Zero II	Crows Zero Explode		
1	Said Rough	12	16	14	42	14.00%
2	Threaten	5	14	17	36	12.00%
3	Condescending	4	19	12	35	11.67%
4	Snapped	12	18	58	88	29.33%
5	Scolding	9	14	31	54	18.00%
6	Insulting	10	13	22	45	15.00%
TOTAL VALUE		52	94	154	300	100%

Based on table 2. above , can seen If frequency said rough in the film Crows Zero is found a total of 12 times with percentage 14%, threatening in the film Crows Zero is found a total of 5 times with 12% percentage , degrading in the film Crows Zero is found a total of 4 times with percentage 11.67%, snapped in the film Crows Zero is found a total of 12 times with percentage 29.33%, scold in the film Crows Zero is found a total of 9 times with a percentage of 18%, insulting in the film Crows Zero is found a total of 10 times with percentage 15%.

Can seen If frequency said rough in the film Crows Zero 2 found a total of 16 times with percentage 14%, threatening in the film Crows Zero 2 found a total of 14 times with 12% percentage , degrading in the film Crows Zero 2 found a total of 19 times with percentage 11.67%, snapped in the film Crows Zero 2 found a total of 18 times with percentage 29.33%, scold in the film Crows Zero 2 found a total of 14 times with a percentage of 18%, insulting in the film Crows Zero 2 found a total of 13 times with percentage 15%.

Then can seen If frequency said rough in the film Crows Zero Explode found a total of 14 times with percentage 14%, threatening in the film Crows Zero Explode is found a total of 17 times with 12% percentage , degrading in the film Crows Zero Explode is found a total of 12 times with percentage 11.67%, snapped in the film Crows Zero Explode found a total of 58 times with percentage 29.33%, scold in the film Crows Zero Explode found a total of 31 times with a percentage of 18%, insulting in the film Crows Zero Explode is found a total of 22 times with percentage 15%.

Initially, films were considered a form of entertainment aimed at the basic classes. However, unexpectedly, films developed rapidly and transcended class boundaries, reaching various levels of society. This phenomenon has triggered communication experts to argue that films have the greatest potential to influence viewers. The individual's attraction to films is caused by the individual's own efforts to find happiness and entertainment in order to give some of their time. Films are presented with real visual images, able to attract the interest of the audience, and even make them willing to sit in front of the screen for quite a long time just to watch. For film fans, through the watching process, they can more quickly understand new values and gain an understanding of the current situation or even what is developing in the world (Suarfi, 2021).

In fact, films have their own categories which are adjusted to the age of the audience, as a step in regulating the content displayed. Therefore, it is not uncommon for there to be certain films that are not intended for child audiences. A fundamental thing for viewers before enjoying a film is to understand well the genre of the film they are going to watch and ensure that the film is age appropriate. The importance of understanding age limits is closely related to the fact that mass media, which includes news, films, and so on, has a very wide coverage, starting from children, teenagers, adults, and even the elderly. However, at the same time, closely monitoring media content has become extremely difficult. In an era of rapid technological development, media instruments in various countries are increasingly showing programs from various cultures. The negative impact that can arise as a result of this development is the emergence of broadcasts that show the erosion of character by imitating various acts of violence (Suarfi, 2021).

One of the messages that can be found in films, both directly and indirectly, is the presence of elements of violence in scenes, story plots and dialogue. The appearance of violence that is clearly visible in films can be a trigger for violent acts in real life. Violence can be defined as an attack or violation of a person's physical integrity or mental and psychological well-being. Although violence against fellow humans can come from various sources, one of the causes is gender assumptions which trigger violence against certain groups (SALWA, 2020)

As is generally known, violence is often part of mass media, but when we carry out a more in-depth analysis, it can be concluded that violent content is more dominant in audio-visual media. Although the effects of mass media are no longer considered as strong as in the 1930s, where the bullet theory was believed to be the absolute truth, the view of cultivation thinkers states that media effects do not directly influence the audience. On the other hand, media effects tend to enter the mind unconsciously and form habits in the audience. This phenomenon attracts serious attention from thinkers who consider the impact of media broadcasts, especially the impact of violence in mass media. Violence, in this context, is able to create a sensation of pleasure for those who witness it (SALWA, 2020).

The film "Crows Zero," which includes "Crows Zero" (2007), "Crows Zero 2" (2009), and "Crows Zero Explode" (2014), is an immersive journey into the brutal world of school, filled with gang rivalries, fighting physical, and emotional conflict. Each film exhibits unique genre characteristics, while the storylines form a complex and in-depth narrative.

"Crows Zero" (2007), this film presents the action, drama and school genres in an intense way. The focus on physical fighting between gangs at Suzuran High School creates an adrenaline-filled atmosphere. The school drama genre provides an emotional dimension, allowing the audience to feel the tense social hierarchy at school. The story begins with Takiya Genji, a new student who has the ambition to take over power at Suzuran High School. The storyline depicts Genji's challenging journey through battles and alliances with the Serizawa gang. The climax is a dramatic battle between Genji and Serizawa, creating a satisfying climax while illustrating the price that must be paid to gain power in the world of Suzuran.

"Crows Zero 2" (2009), expands the action, drama and school genres by inserting elements of alliance, friendship and betrayal. This film not only presents more complex physical battles but also goes deep into the relationships between the gangs. The drama genre becomes richer with internal and external conflicts involving the Suzuran and Housen gangs. The story continues Suzuran's adventures with an alliance between the Suzuran and Housen gangs. Genji, now the leader of Suzuran, faces new challenges, including internal and external conflicts. Through more complex battles, the storyline delves into deeper

relationships between characters. The climax occurs in the Prison Fortress, dramatically resolving the conflict and proving the character's evolution.

"Crows Zero Explode" (2014), trilogy reach peak with "Crows Zero Explode." The film maintains the action and school drama genre, but with a focus on the legacy of conflict between gangs. The addition of historical elements and character backgrounds provides depth to the drama genre, while the battle of a new generation of Suzuran students presents new challenges. With a new generation of Suzuran students, this film explores the theme of the legacy of conflict. The storyline puts more focus on the characters' backgrounds, revealing the history of the conflict that has taken place. The battle of a new generation of students brings the trilogy to a satisfying conclusion, while the changes and inheritance in the world of Suzuran take center stage.

The "Crows Zero" trilogy is not just an action film with spectacular physical battles. With rich action, drama and school genres, each film manages to combine these elements well. The complex storyline takes the audience through an emotional and physical adventure at Suzuran High School. From gang battles to unlikely alliances, the trilogy builds a world filled with the complexities of human relationships and the price of power. With the strength of the genre and the depth of the storyline, "Crows Zero" succeeds in being an interesting and emotional work.

The large amount of interest in films, broadcasts, fiction, advertisements and other mass media is the cause of the spread of content, which in turn also influences the spread of violent content. Violence, which should be minimized to prevent negative impacts, is still presented through various media. This happens because these media have the main goal, namely to achieve profits and a high rating level, so that they can be successful in the market. Therefore, programs containing violent content rarely consider aspects such as education, ethics, and the traumatic effects that may be experienced by the audience (Haryatmoko, 2018). The media, both print and electronic, on a national and international scale, tends to believe that shows containing violent content have high selling power and can sell well in the market.

The increasingly intensive media nowadays in depicting violence against teenagers and children can cause violent behavior to continue to emerge into adulthood. According to Anderson and Bushman, repeated exposure to certain exposures, such as violent media and poor parenting, can produce individuals who tend to be aggressive as adults. Therefore, it can be concluded that media containing violent content and an unsupportive environment can form bad behavior in someone, especially teenagers. In the context of action film stories, male characters tend to be the characters who are often involved in violent scenes. This is one of the factors that causes teenagers or boys to be more interested in violent scenes, such as shootings and beatings. This finding is strengthened by research by Huesman, Titus, Podolski, and Eron through longitudinal research which shows a significant relationship between exposure to violence on television during childhood and the emergence of aggressive behavior in adulthood, especially in boys (KRISTIANA & Muhibbin, 2019).

Ledingham acknowledged that violence in the media has the potential to cause an increase in antisocial attitudes in children and adolescents. Constant exposure to violence in the media, such as television and movies, can affect children and adolescents' perceptions of the world around them. In this context, their frequent exposure to scenes of violence can make them see the world as a place full of fear and crime, which can then become the basis for the development of antisocial attitudes (KRISTIANA & Muhibbin, 2019).

Gerbner and Gross in their research found that viewers who often watch television have a tendency to view the real world in line with what they see on television. This relates to their views on violence, crime, law enforcement, and the level of distrust between

individuals. Gerbner argues that depictions of violence on television are actually symbolic messages about laws and rules that reflect events around us. As a result, avid viewers may believe what is depicted in the media, and this can influence both teenagers and adults (KRISTIANA & Muhibbin, 2019).

Other research shows that the relationship between violence in the media and real violence is interactive, providing a trigger for the media to contribute to an aggressive culture. Bushman mentions three categories of influence of violence in the media: the aggressor effect, which states that the more violence one receives from the media, the more aggressive one's behavior; the fear of becoming a victim effect, which says that the more violence one receives from the media, the greater a person's fear of becoming a victim of violence; and the numbing conscience effect, which assumes that the more violence one receives from the media, the less empathy one feels toward victims of violence. The influence of media violence is not only limited to thinking, but also creates an impact on a person's behavior and psychological well-being. Teenagers, who easily accept whatever is presented by the media, are more susceptible to this influence. People who already have aggressive tendencies use the media as a form of confirmation of their beliefs and attitudes, and in turn, the media reinforces those attitudes. Grobel stated that society and the media are interconnected, forming a single unit that automatically influences each other according to current events (KRISTIANA & Muhibbin, 2019).

Verbal violence is a phenomenon that cannot be ignored in the world of film. In this research, we conducted an analysis of the films "Crows Zero", "Crows Zero 2", and "Crows Zero Explode" to dig deeper into the frequency and distribution of verbal violence. The results of this research provide quite an interesting picture, showing the high levels of verbal violence in the three films, while also discussing the reliability of the measurement instruments and their implications.

Table 1 provides a general description of the frequency and percentage of verbal violence which is divided into several indicators such as harsh words, threats, humiliation, shouting, scolding and insulting. The highest frequency of verbal violence was seen in the "screaming" indicator with the number 88, while the "degrading" indicator had the lowest frequency with the number 35. Overall, the frequency of verbal violence for the three films reached 300 times.

Percentage calculations provide an overview of the proportion of each indicator to total verbal violence. For example, the "yelling" indicator accounts for about 29.33% of the total frequency, while the "condescending" indicator is only about 11.67%. These percentages provide insight into how dominant a type of verbal violence is in a film.

Table 2 provides a more detailed analysis by separating the frequency of verbal violence for each film. Through this table, we can see that the distribution of verbal violence is different between "Crows Zero", "Crows Zero 2", and "Crows Zero Explode".

In "Crows Zero", the "snapping" indicator has the largest contribution, while in "Crows Zero 2" and "Crows Zero Explode", the "snapping" indicator is still high but the "scolding" indicator also becomes significant. This may reflect changes in character dynamics and storylines with each film. This different distribution can provide a deeper understanding of the context of verbal violence in each film.

With the high frequency of verbal violence, this research shows that this phenomenon has a significant role in the narrative of the three "Crows Zero" films. Verbal violence can be an important element in building character, moving the plot along, or creating a certain atmosphere in the story. However, it is also important to remember that verbal violence in the context of films does not always reflect reality, but is often used as a narrative tool.

Verbal violence, as a form of verbal aggression, has become an inseparable element of the world of film. In cinematic works such as the “Crows Zero” trilogy, consisting of “Crows Zero,” “Crows Zero 2,” and “Crows Zero Explode,” verbal violence plays a significant role in weaving a complex and suspenseful narrative. In this essay, we will detail how verbal violence is represented in these films and explore its implications for the audience.

Performances that contain elements of violence often do not take into account the impact of education, ethics and trauma on the audience. This statement is related to the idea that not all forms of violence are considered negative. The violent elements that appear in the film, when watched indirectly, are considered to be the result of mass reduction. Popular media has shifted the view of violence into an art form, and although we no longer see violence as “cheating” but as part of the work of art, society is connected to the recreational nature and beauty of the art. This explains why most viewers enjoy the violent elements in action films more than other genres (Suarfi, 2021).

One of the main functions of verbal violence in film narratives is as a tool to strengthen character and build relationship dynamics between characters. In the “Crows Zero Series,” harsh words, threats, and derogatory statements appear as expressions of intense interpersonal conflict. Indicators of verbal violence such as harsh words, threats, humiliation, shouting, scolding and insulting are vital elements that create tension and complexity in the story.

The importance of verbal violence as a tool to strengthen character becomes clear when we look at the character development that occurs through verbal conflicts. In this work, the main characters are faced not only with physical conflict, but also with intense verbal conflict. Verbal violence becomes a catalyst for a character's growth and development, forcing them to respond to stress in ways that may not be apparent in a physical fight.

In this context, it is important to note that representations of verbal violence in films can play a complex role in shaping viewers' perceptions of the world around them. One aspect to consider is the role of verbal violence as a narrative device depicting interpersonal conflict. As seen in the “Crows Zero” trilogy, the main characters often use harsh words, threats, and demeaning statements as a way to express tension and rivalry in the story. This creates a world where verbal conflict is the only way to show strength and overcome differences.

However, ethical questions arise along with exposure to this verbal violence. To what extent can viewers differentiate between the world of the film and everyday reality? Can these representations of verbal violence influence viewers' views and attitudes towards real-life conflicts? This is an aspect that needs to be considered, especially considering that verbal violence in films has the potential to have an emotional and cognitive impact on the audience. In further analysis of the frequency and distribution of verbal violence between films, significant variations should be noted. For example, “Crows Zero” shows the largest contribution of the “scolding” indicator, while “Crows Zero 2” and “Crows Zero Explode” show a more significant role of the “scolding” indicator. These variations can reflect changes in theme and story focus in each film.

In the future, content containing violence will continue to exist, in any form and through various media. Strict supervision is needed to monitor this content, whether presented on television or via internet platforms. The emergence of action films on television and the development of the internet require parents to work harder to protect their children from the negative impacts that may arise. However, according to Anderson, a person cannot be completely protected from the impact of violence in the media. In this context, it is important for parents to pay extra attention to the content that children can access, especially

with the emergence of streaming services such as Netflix. Anderson suggests that a more proactive approach is to provide warnings or information to teenagers about selecting shows that are in line with the values and norms that are good for them to watch. Netflix as a video streaming service provider that can be accessed anytime and anywhere allows viewers, including teenagers, to access various types of content. However, in line with these developments, Anderson also emphasized that it is impossible to completely protect teenagers from the impact of media violence. Therefore, there needs to be more serious attention to video access age regulations and strict supervision to ensure that the films or series shown are appropriate to the age of the audience. The role of parents is very important in carrying out the function of monitoring the content received or enjoyed by their children (KRISTIANA & Muhibbin, 2019).

Conclusion

This research revealed that the "Crows Zero" series of films had a significant level of verbal violence, with the highest frequency of the indicator "yelling." The distribution of verbal violence varies between films, indicating changes in character dynamics and storylines. Verbal violence not only strengthens character, but also creates tension and complexity in the narrative. However, it should be remembered that the representation of verbal violence in a film context does not always reflect social reality. The implications of this research include an in-depth understanding of the role of verbal violence in the development of film characters and narratives as well as a warning for viewers to understand that verbal violence in films is fictional and can provide a distorted perspective on reality.

Based on the findings of this research, it is recommended to conduct further research involving analysis of audience responses to verbal violence in films. Evaluation of the psychological and social impact of exposure to verbal violence in films could also be a relevant area of research. Additionally, policymakers and the film industry need to consider their social responsibilities in presenting verbal violence, and perhaps develop guidelines or codes of ethics governing the representation of verbal violence in the media. A deeper understanding of the influence of verbal violence in films can make a positive contribution to the development of the film industry and the welfare of society in general.

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