An Analysis of Moral Value Used in the Movie "Zootopia"

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Abstract. The aims of the research were to find out the moral value in the movie "Zootopia". The objectives of this research are to find out the moral values in the movie Zootopia and to find out the dominant moral values appearing in the movie Zootopia. The researchers analyzed the moral values based on the utterances of the main character and supporting characters that were analyzed by using movie script of Zootopia. The methodology of this research is based on the descriptive qualitative research. The subject of this research is an analysis of the moral value in the movie "Zootopia". The data was collected by using movie script. The research findings included two kinds of moral value in Zootopia movie. There were found 23 examples of moral values presence, they are positive moral value and negative moral value. The researchers found 16 examples of positive moral values like optimism, confidence, fortitude, bravery, hard working, love, hospitality, thank, responsibility, courtesy, rationality, help other people, intelligent, cooperation, and apologizing. While from negative moral values the researchers found 7 examples like lie, ridicule, bullying, trickery, hiding the truth, pessimism, and slyness. The researchers also found the percentage of moral values kinds. Positive moral values is 69,56 %, and negative moral value is 30,44 %. Positive moral value in Zootopia movie are dominant.

Key words: analysis, moral value, movie.

Introduction

Language is tool to communication with other people. According to Hutajulu and Herman (2019:1), language is as a tool of communication that has the essential part in making communication. Language is important thing in life, because language is a way to communication with others. According to Herman (2016:1), language is an important tool in communication. According to Susanto (2019:1), people use language to communicate with other to express the idea, share the feeling, experience and knowledge. It means that language is important thing that people used to communication with others to express the idea, feeling, experience, and knowledge. Communication is the way that people used to understand each other. Communication is the conversation among people that used language to tell something. Language in communication is tools to convey human idea and thought. The study about human thought is literature.

Literature is the way to express the feeling, idea, and experience that become an art. According to Long (2015:15), literature is the expression of life in words of truth and beauty: it is the written record of man's spirit, of his thought, emotions, and aspirations: it is the history, and the only history of human soul. Literature is a study about art, ethic, and moral value. Literature can teach us something about ethics and human conditions in its intimate and universal aspects(Giovani, 2014:2). Literature also called literary works. It means that literature is a study to express the feeling, idea, and thought that can teach about art, ethics and moral value.

Literature divided into a several kinds there are: fiction, drama, poetry and film. Movie also is the part of literature like film. It is supported by Setiawan (2014:7), a film, also called a movie or motion picture, is a series of still or moving images. Movie is a set of moving picture. According to Simanjuntak and Basari (2016:3), movie which is as one of the entertainment and also become the communication tools because movies are transferring ideas and might be one of the information sources which have extended influence. Many people watch movie from Television, Youtube, and CD/DVD. Movie or motion picture usually has a purpose to entertain people who watch the movie, besides to entertain movie also can give the message, moral value, science, and knowledge.

Moral value is standard about something right or wrong. According to Giovani et al. (2014:2), moral values are the standards to determine what is good and what is bad that direct human to choose and to act. Moral values divided into two words, they are moral and value. According to Hornby (2010), moral is concerned with principles of right and wrong behavior. Moral also refers to human behavior that depends to good or bad human behavior is. Values are linked to belief and attitudes and guide human behavior (Chowdhury, 2016:1). Value is human behavior or human attitude that has a value like kindness, and truth. According to Giovani et al. (2014:4), the category of moral values is positive and negative moral values. The positive moral values are calmness, responsibility, kindness, and good understanding. Meanwhile, the negative moral values are heartlessness, greed, slyness, oddity, excessive, sensibility, and trickery.

There are many movies that give some moral value to the audience. One of them is Zootopia. Zootopia is a movie that produced by Walt Disney Animation Studios that was released at 2016. Zootopia is the movie that tells about the journey of a bunny named Judy Hopps who has a dream become a police in Zootopia, and how she resolves the problem in Zootopia as a police officer. The researchers choose Zootopia because it is the animation movie that suitable for all ages and not just to entertain but also tell the moral value to audience. Zootopia is appropriate film for kids because it contains of moral value from the main character who never give up on her dream(Suwastini et al., 2017:3).

The moral value in the movie is difficult to be understood because the audience should understand the purpose or the meaning from utterance of the character to get the moral value. Sometimes there are some people difficult to find or get the message or moral value from the movie. People can catch and take a message from the movie, but there are also people who difficulties to catch the message(Manesah et al., 2018: 2). The researchers assume that it happened because many people watch movies just watching and entertaining themselves, but not pay attention to message or moral value that movie try to convey to the audience. Especially to children or students, they usually watch just to entertain themselves. Therefore, through on this research the researchers aim to convey the moral value in the movie and make the reader realize that there are many moral values that can convey in movie, especially in Zootopia movie.

The example of positive moral values in the movie Zootopia:

Judy's father: Right. There's never been a bunny cop.
Judy's Mother: No.
Judy's father: Bunnies don't do that. Never.
Judy: Well... Then *I guess I'll have to be the first one*. Because I am gonna make the world a better place! (02:50-03:11)

Based on dialogue above, Judy's father said that there's never been a bunny cop. The purpose of Judy's father is to made Judy stop has a dream become a police. Then Judy said then *I guess I'll have to be the first one*. In this utterance Judy still Confidence that she become a police, although her parents said it is impossible for her. Based on the

explanation above, the example of moral values that dialog appearance is "Confidence". Confidence is one of example positive moral value.

Previously, there was a researchers conducted the research about analysis of moral value that the research used as previous relevant research who written by Farziah (2018) with the title "The Analysis of Moral Value in The Movie "Front of The Class". The purposes of this research are divided into two parts. The first is to analyze the moral values in the movie "Front of the Class" and the second is to uncover the implications of this movie in education. This research only focused in positive moral value. The results of this study showed that there are nine example of positive moral value, there are self-confident, persistent, serious, independent, friendly, patient, optimist, love and humble.

Based on explanation above the researchers inspired to conduct a research to investigate the moral value in the Zootopia movie under the title" An Analysis of Moral Value in The Movie Zootopia". The researchers will analyze the moral value based on the utterance of the character in the Zootopia movie, and the researchers will focus not only the positive moral value, but also focused in the negative moral value.

Literature Review
Literature

Literature is a study about literary works. Literature is a way to convey the feeling, idea, experience, and though. Literature can found in daily activity. When watching movie, reading novel, reading poem, etc. There are four types of literature, such as Fiction, poems, drama, and film or movie. Literature can give the message, knowledge, and teach about moral value and ethic.

According to Suryaningrum et al. (2015:2), literature gives knowledge to the readers in the form of information. It is presented through language to describe facts about a person, a place, or an event. It also informs us the way of life in society, like the customs, the rules, the attitudes or behaviors. According to Sumiatun et al. (2017:3), literature has significant role in human life for expressing attitude, behavior and adjustment. For many people, literature is as media to deliver messages to the other people. Literature can teach us something about ethics and human conditions in its intimate and universal aspects(Giovani et al., 2014: 2). It means that literature is a study about deliver knowledge and message that give information about attitude, human behavior, and rules. Based on explanation above there are the connection between literature and moral value, because literature is as media to deliver about attitude, human behavior, and rules, while moral value is standard of human behavior and attitude about something good and wrong.

Moral Value
Definition of Moral Value

Moral value is standard of human behavior something good and wrong. According to Susana (2018:2) Moral value are related with human behavior about badness and goodness. Moral values are the standards to determine what is good and what is bad that direct human to choose and to act(Giovani et al., 2014: 2). According to Gupta (2015:1), moral values teach us what is right or wrong. It means that moral value is the standard of human behavior that teaches about something right and wrong that related to human behavior.

Moral values divided into two words, they are moral and value. Moral is human behavior about something right and wrong. According to Utami and Arini (2017:1), moral derives from the latin '*mos*' which means attitude and habits. This attitude based on the determination of right and wrong. Moral is the guide in human life in human attitude, habit,

or behavior about something good or bad, and something right and wrong. It means that moral is about human good or bad human behavior. While value is human attitudes that has a value. According to Banerjee (2014:1), the origin of word 'Value' is considered from the Latin word 'Vallere', which reveals out the utility specialty and cost of a thing. Value are guiding principles, or standards of behavior which are regarded desirable, important and held in high esteem by a particular society in which a person lives.

According to Sumiatun et al. (2017:3), values are the ideals or standards that people use to direct their behavior, values are what people strive to realize in their lives. Values are the standard we use in making judgments about what is important in life and what is right or wrong in human behavior. Everyone lives by values- everyone makes judgments about what is important in life through their values. It means that value is the guide about standards behavior that human makes that has a value in human life. for example: honest, friendship, forgiveness, etc.

Kinds of Moral Value
According to Giovani et al. (2014:4), there are two kinds of moral value, they are:
1. Positive Moral Values

Positive moral value is the human behavior that has a positive value. According to Linda and Eyre (1997) in Setiawan (2014), there are examples of moral values, such us: honesty, bravery, peace, love, confidence, protection, discipline, sincerity, knowing boundaries, and suitability. loyalty, trustworthy, respect, love, affection, sensitive, altruism, kindness, friendliness, fair, and humane.

According to Giovani et al. (2014:5), there are eleven example of positive moral value, such as:
a) Fortitude
Fortitude is the strength of mental and emotion in facing hard situations.
b) Thriftiness
Thriftiness is the frugality in consuming money, food, or resources.
c) Creativity
Creativity is the ability to create or to invent something new and original.
d) Intelligence
Intelligence can be defined as the power, or capacity to acquire and apply knowledge.
e) Optimism
Optimism is the tendency to expect the best possibility of all things.
f) Rationality
Rationality can be defined as the act, or manner of being rational or logical.
g) Carefulness
Carefulness is the act or manner of being attentive to any potential danger or error of something.
h) Togetherness
Togetherness can be defined as the feeling of affection from being together with other people. In other words, it is an affectionate closeness.
i) Courtesy
Courtesy is the act or manner of being polite towards other people. People who act based on courtesy will never do anything which can make other people feel offended.
j) Caring
Caring is the trait or manner of showing concern and empathy towards other people's misery.

k) Hospitality

Hospitality can be defined as a friendly reception for guests, or the act or manner of showing welcome to other people.

j) Generosity

Generosity is the act or manner of being willing to give something worthwhile for other people.

h) Trustworthiness

Trustworthiness is the trait of deserving trust from other people. It is when people are able to have other's people reliance.

According to Banerjee (2014:1), there are top seven of moral values: Unconditional Love and Kindness, Honesty, Hard Work, Respect for Others, Co-operation, Compassion, and Forgiveness.

2. Negative Moral Values

Negative moral value is the human behavior that has a negative value, but can teach the positive value. According to Suryaningrum et al. (2015:12), we are not always learn from the positive values, but we can also learn from the negative values. From the negative values, we can learn the effect of it and we can avoid it. According to Giovani et al. (2014:5), there are eleven example of negative moral value, such as:

a) Envy

Envy is the feeling of jealousness. In every religion, envy is considered as a negative thing that needs to be avoided.

b) Ungratefulness

Ungratefulness is the lack of gratitude or appreciation of what we have.

c) Impenitence

Impenitence comes from the word penitence, but it has the contradictory meaning.

d) Improvidence

 Improvidence is the act or manner of being thriftless. In other words, it is the trait of using money and resources excessively.

e) Pessimism

Pessimism is the tendency to expect the worst possibility of all things.

f) Silliness

Silliness can be defined as the trait or attitude of acting irrationally and useless.

g) Bossiness

Bossiness is the act or manner of being dominant and autocratic.

h) Greediness

Greediness can be defined as the act or manner of showing an excessive desire for something. People who are greedy has a main characteristic, it is that they never feel satisfy. They always want more and more with no stop.

i) Stubbornness

Stubbornness is the act or manner of being difficult to deal with. People who have this manner do not concern of what other people tell to them.

j) Discourtesy

Discourtesy is the act or manner of being impolite towards other people.

k) Passiveness

 Passiveness can be defined as the trait of ignoring other people's misery. It is when we show no reaction about other people around us who get accident or sickness.

A. Movie

1. Definition of Movie

Movie becomes a part of human activity in nowadays. According to Latif (2015:1), a movie or motion picture is the new visual art form created in the last 300 years. It is a complex, exclusive art, difficult to define, but the element of the movies is instantaneous and universal. According to Sumiatun et al. (2017:1), movie is sequence of photographs project onto a screen sufficient rapidity as to create the illusion of motion and continuity. Movie will give us a message such as moral, motivation, believe, science, etc.

According to Setiawan (2014:23), today, many people like to watch the movie, for entertainment or get some information. A movie can give many beneficial things for many people. It means that movie or motion picture is kind of art that is form from sequence of photographs onto a screen sufficient rapidity to create the illusion of motion, movie has a purpose to entertain the audience but not just to entertain but also to give moral value, motivation, knowledge, etc.

2. Genre of Movie

There are twelve movies genre (Sulistiyanto, 2017: 8), such as:

a) Action Movie

It is a movie where action sequences, such as fighting, stunts, car chases or explosions, take precedence over elements like characterization or complex plotting. The action typically involves individual efforts on the part of the hero, in contrast with most war films.

b) Animation Movie

Animated movie is a collection of illustrations that are photographed frame-by-frame and then played in a quick succession. Being able to bring animals and objects to life, this genre has catered towards fairy tales and children's stories. However, animation has long been a genre enjoyed by all ages.

c) Romance

Romance movie can be defined as a genre wherein the plot revolves around the love between two protagonists. This genre usually has a theme that explores an issue within love, including but not limited to: love at first sight, forbidden love, love triangles, and sacrificial love.

d) A Mystery/Suspense Movie

According to Neale (2002) in Sulistiyanto (2017:10), A Mystery/Suspense movie centers on a person of authority, usually a detective, that is trying to solve a mysterious crime. The main protagonist uses clues, investigation, and logical reasoning.

e) Supernatural Movie

Supernatural movie is a genre that centers around supernatural elements, such as ghosts, gods, goddesses, and miracles.

f) Horror Movie

Horror movie is a genre that aims to create a sense of fear, panic, alarm, and dread for the audience. These movie are often unsettling and rely on scaring the audience through a portrayal of their worst fears and nightmares.

g) Comedy Movie

Comedy is a genre of movie that uses humor as a driving force. The aim of a comedy movie is to illicit laughter from the audience through entertaining stories and characters.

h) Western movie

Western movie is a genre that revolves around stories primarily set in the late 19th century in the American Old WestSulistiyanto (2017: 8). Most Westerns are set between the American Civil War (1865) and the early 1900s.

i) Fantasy Movie

Fantasy movie is a genre that incorporates imaginative and fantastic themes. These themes usually involve magic, supernatural events, or fantasy worlds.

j) Thriller Movie

Thriller movie is a genre that revolves around anticipation and suspense. The aim for Thrillers is to keep the audience alert and on the edge of their seats. The protagonist in these movie is set against a problem – an escape, a mission, or a mystery.

k) Musical Movie

A Musical interweaves vocal and dance performances into the narrative of the film. The songs of a film can either be used to further the story or simply enhance the experience of the audience.

l) Sports Movie

A Sport movie revolves around a sport setting, event, or an athlete.

1. Elements of Movie

According to Farziah (2018:14), there are some elements of movie:

a) Character

Character is a participant in the story, and is usually a person, but may be any personal, identity, or entity whose existence originates from a fictional work or performance. Characters may be of several types:

1) Point of view character: the character from whose perspective (theme) the audience experiences the story. This is the character that represents the point of view the audience will empathies, or at the very least, sympathies with. Therefore this is the main character.

2) Protagonist: the driver of the action of the story and therefore responsible for achieving the stories Objective Story Goal (the surface journey). In western storytelling tradition the protagonist is usually the main character.

3) Antagonist: the character that stands in opposition to the protagonist.

4) Supporting character: a character that plays a part in the plot but is not major.

5) Minor character: a character in a bit or cameo part.

b) Plot.

Plot or storyline is the rendering of the events and actions of a story. On micro level, plot consists of action and reaction, also referred to as stimulus and response. On a macro level, plot has a beginning, middle, and an ending. Plot refers to the series of events that give a story its meaning and effect. In most stories, these events arise out of conflict experienced by the main character. The conflict may come from something external, like a dragon or an overbearing mother, or it may stem from an internal issue, such as jealousy, loss of identity, or overconfidence. As the character makes choices and tries to resolve the problem, the story's action is shaped and plot is generated. In some stories, the author structures the entire plot chronologically, with the first event followed by the second, third and so on, like beads on a string. The important elements of plot:

1) Conflict: the basic tension, predicament, or challenge that propels a story's plot.

2) Complications: plot events that plunge the protagonist further into conflict.

3) Rising action: the part of a plot in which the drama intensifies, rising toward the climax.

4) Climax: the plot's most dramatic and revealing moment, usually the turning point of the story.

5) Resolution: the part of the plot after the climax, when the drama subsides and the conflict is resolved.

c) Setting.

Setting the location and time of a story is its overall context where, when and in what circumstances the action occurs. There are here kinds of setting:

1) Setting as place: the physical environment where the story takes places. The description of the environment often points toward its importance.

2) Setting as time: includes time in all of its dimensions. To determine the importance, ask, "What was going on at that time?"

3) Setting as cultural context: setting also involves the social circumstances of the time and lace. Consider historical events and social and political of the time.

d) Theme

Theme is the central idea or insight serving as a unifying element.

e) Point of view

Point of view is simply who is telling the story. Types of point of view:

1) First Person Point of View

First person is used when the main character is telling the story. This is the kind that uses the "I" narrator. As a reader, you can only experience the story through this person's eyes. Therefore, you won't know anything about the people or events that this character hasn't personally experienced. First Person Peripheral: This is when the narrator is a supporting character in the story, not the main character. It still uses the "I" narrator but since the narrator is not the protagonist, there are events and scenes that will happen to the protagonist that the narrator will not have access to

2) Second Person Point of View:

Second person point of view is generally only used in instructional writing. It is told from the perspective of "you".

3) Third Person Point of View:

Third person point of view is used when your narrator is not a character in the story. Third person uses the "he/she/it" narrator and it is the most commonly used point of view in writing.

Material and Methods

Research Design

In this research, the researchers used qualitative research. Qualitative research is a research of which the data is in the form of written or oral word is descriptive method (Farziah, 2018: 22). According to Nugrahani (2014:89), qualitative research refers to analysis of non-mathematical data, which yields findings through data collected by various means, including interviews, observations, documents or files, and test. It means that qualitative research is the research that the source of data is form written or oral world which is can collected by interview, observation, documents files, and test.

In this research the researchers used qualitative descriptive as a method, because the data of this research is collected in form words or sentences. According to Ary et al. (2010:29), there are different types of qualitative research considered briefly eight of the most widely used approaches: Basic interpretative studies, case studies, document or content analysis, ethnography, grounded theory, historical studies, narrative inquiry, and phenomenological studies. In this research, the researchers used document or content analysis because the researchers analyzed the moral value in the Zootopia movie based on the utterance of the character by using script. It is supported by Ary et al. (2010:29), Content analysis focused on analyzing and interpreting recorded material, the material may be public records, textbook, letters, films, tapes, diaries, themes, reports, or other document.

Data Source of the Research

Data is the material in the research. According to Nugrahani (2014:211), research data basically consist of all information or materials provides by nature (in a board sense) that the researchers should search, collect and select. According to Siyoto and Sodik(2015:67), data can form a situation, picture, sound, letter, number, math, language, and symbols.

According to Siyoto and Sodik (2015:67), based on the source of data, research data can be grouped in two types, namely primary data and secondary data. Primary data is data obtained or collected by researchers directly from the data source. Secondary data is data obtained or collected researchers from various sources that already exist. Secondary data can be obtained from various sources, such as: book, reports, journals, and others. In this research the primary data is the script of Zootopia movie, and the secondary data is from book, journal, and research that can be support the theory for this research.

The researchers analyzed the moral value in the movie Zootopia because Zootopia is the movie that has many moral values, then Zootopia movie is animation movie that suitable to watched by all ages. Zootopia is the one of top ten best films of 2016. Zootopia is also movies that easy to understand by the audience. The other reason is because there is no researchers analyzed two kinds of moral value, so the researchers interest to conduct the research.

Instrument of the Research

Instrument is the tools to collect the data. According to Siyoto and Sodik (2015:78), instrument has a function as a tool in collect the necessary data. According to Nugrahani (2014:56), the qualitative research instrument is not external (objective) but internal (subjective). Instrument is not an operational definition or in the form of other tools, but rather his people (researchers), who are trained, sensitive furniture and flexible, so as to capture the elements stand out and target completeness of research. According to Salim and Syahrum (2012: 124), in qualitative research, the researchers were the main instrument, but in this activity the research was supported by secondary instruments, they are: photos, notes and documents which related to the research.

Based on the explanation above the instrument of this research was the researchers as the main instrument because the researchers collected the data, analyze the data, and then made the conclusion. Then the secondary instrument or the supported instruments of this research were laptop, and hand phone.

Technique of Data Collection

Technique of collecting data is the way how the researchers collected the data of the research. According to Siyoto and Sodik (2015:76), there are four method of data collection:

1) data collection through questionnaires or *angket*;
2) data collection through the interview method;
3) data collection through observation method;
4) data collection through documentation. In this research, the researchers used data collection through documentation, because the researchers collected the data from the script of Zootopia movie. Documentation method, which is looking for data about things or variables in the forms of notes, transcripts, books, newspaper, magazines, inscriptions, agenda, etc. (Siyoto and Sodik, 2015: 77).

Based on explanation above the researchers collected the data by steps as follows:
1. The researchers downloaded the "Zootopia" movie.

2. The researchers watched the "Zootopia" movie while reading the script.

3. The researchers watched the "Zootopia" movie again while reading the script and watch more than one or twice that movie.

4. The researchers collected the data from the script, which is relevant to example moral value in "Zootopia" Movie.

5.

Technique of Data Analysis

After the researchers collected the data, the next step is the researchers analyzed the data. Data analysis is the process of organizing and arrange data into patterns, categories and basic units of description (Salim and Syahrum, 2012: 145). Based on explanation above, the researchers analyzed the data by process were state as follows:

1. The researchers identified the examples of moral value.

2. The researchers classified the data based on category of moral value.

3. The researchers analyzed the data based on category of moral value.

4. The researchers made the conclusion.

Results

After analyzed and categorized the kinds of moral value, the researchers found there are two kinds of moral value found in Zootopia movie. That is positive moral value and negative moral value.

1. Moral Value

The researchers found there are 27 data that have moral value. There are 23 examples of moral value, such as: 16 examples of positive moral value, and they are 7 examples of negative moral value.

a) Positive Moral Value

There are 20 data of positive moral values, they are: 1 data of optimist, 2 data of confidence, 1 data of fortitude, 1 data of brave, 3 data of hard work, 1 data of love, 1 data of hospitality, 1 data of thank, 1 data of responsibility, 1 data of courtesy, 1 data of rationality, 1 data of help other people, 2data of intelligent, 1 data of trustworthiness, 1dataof Co-operational, 1 data of apologize (Table 1).

Table 1. The Percentage of 16 examples of Positive Moral Value

No.	Example of Positive Moral Value	Frequency	Percentage
1.	Optimist	1	5 %
2.	Confidence	2	10 %
3.	Fortitude	1	5 %
4.	Brave	1	5 %
5.	Hard Work	3	15 %
6.	Love	1	5 %
7.	Hospitality	1	5 %
8.	Thank	1	5 %
9.	Responsibility	1	5 %
10.	Courtesy	1	5 %
11.	Rationality	1	5 %
12.	Help other people	1	5 %
13.	Intelligent	2	10 %
14.	Trustworthiness	1	5 %
15.	Co-operation	1	5 %
16.	Apologize	1	5 %

No.	Example of Positive Moral Value	Frequency	Percentage
	Total	20	100 %

The table above shows the percentage of 16 example of positive moral value. optimist is 5 %, confidence is 10 %, fortitude is 5 %, brave 5 %, hard work is 15 %, love is 5 %, hospitality is 5 %, thank is 5 %, responsibility is 5 %, courtesy is 5 %, rationality is 5 %, help other people is 5 %, intelligent is 10 %,trustworthiness is 5 %, Co-operational is 5 %, and apologize is 5 %. So, based on the explanation percentage above the dominant positive moral value appearance is hard work.

b) Negative Moral Value

There are 7 data of negative moral values, they are: 1 data of lie, 1 data of ridicule, 1 data of bullying, 1 data of trickery, 1 data of hiding the truth, 1 data of pessimism, 1 data of slyness (Table 2).

Table 2. The Percentage of 16 Examples of Negative Moral Value

No.	Example of Negative Moral Value	Frequency	Percentage
1.	Lie	1	14,28 %
2.	Ridicule	1	14,28 %
3.	Bullying	1	14,28 %
4.	Trickery	1	14,28 %
5.	Hiding The Truth	1	14,28 %
6.	Pessimism	1	14,28 %
7.	Slyness	1	14,28 %
	Total	7	100 %

The Table 2 above shows the percentage of 7 example of negative moral value. lie is 14,28 %, ridicule is 14,28 %, bullying is 14,28 %, trickery is 14,28 %, hiding the truth is 14,28 %, pessimismis 14,28 %, and slyness is 14,28 %.

2. Dominant Appearance Moral Value

The researchers found there are two kinds in the Zootopia movie. They are positive moral value and negative moral value. There are 16 examples of positive moral value, and they are 7 examples of negative moral value (Table 3).

Table 3. The Percentage of Kinds Moral Value

No.	Kinds of Moral Value	Frequency	Percentage
1.	Positive Moral Value	16	69,56 %
2.	Negative Moral Value	7	30,44 %
	Total	23	100 %

The Table 3 above shows the percentage of kinds of moral values. Positive moral values is 69,56 %, and negative moral value is 30,44 %. So, based on the explanation percentage above the dominant moral value appearance is positive moral value.

The detail percentage of the kinds of moral values in Zootopia movie that can be seen in this following Fig. 1:
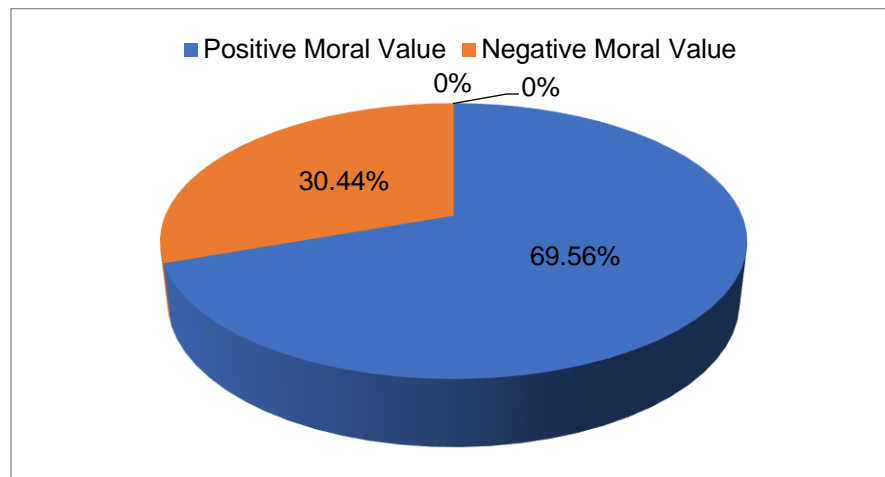
Fig. 1. Kinds Moral Value in Zootopia Movie

Discussion

After analyzed the utterance of Zootopia Movie, the researchers made summarize in the discussion. In Zootopia movie there are found two kinds of moral value, such as: positive moral value, and negative moral value. In this research, the researchers found that there are 23 examples of moral values. The researchers found 16 examples of positive moral values, there are: optimist, confidence, fortitude, brave, hard work, love, hospitality, thank, responsibility, courtesy, rationality, help other people, intelligent, cooperation, and apologize. While in negative moral value the researchers found 7 examples, there are: lie, ridicule, bullying, trickery, hiding the truth, pessimism, and slyness. In this research, the researchers found that the dominant moral value appearances in Zootopia movie are positive moral value.

There are similarities and differences found with previous relevant research that conducted by Farziah (2018) with the title "The Analysis of Moral Value in the Movie "Front of the Class". The first similarities is in the first purpose that is same to find the moral value in movie, the second is the same theory between her research and this research by using Linda and Eyre Theory, the last similarities is the methodology which is same used descriptive qualitative research. Meanwhile the differences found is in second purpose, the second purpose of this research is to find out the dominant moral value appearance in Zootopia movie, while in her research is to uncover the implications of this movie in education. The second differences is in her research she only focused on the main character, it is difference with this research which focused on the main character and supporting character. The third is in this research, the researchers focused on positive moral value, while in this research the researchers not only focused on positive moral value but also negative moral value. The last differences found are in the result. The result of her research found there are eight positive moral values, while there weretwenty-three moral value examples foundin this research. Sixteen of positive moral values and seven of negative moral values.

Conclusions

This research observed the moral value in the utterances of main character and supporting character of Zootopia movie script. The purpose of this research is to find out the moral value in the movie Zootopia and to find out the dominant moral value appearance in the movie Zootopia. In this research, the results show that there were two kinds of moral value in Zootopia movie. In Zootopia movie found there are 23 example of moral value. There are 16 example of positive moral value there are: optimist, confidence,

fortitude, brave, hard work, love, hospitality, thank, responsibility, courtesy, rationality, help other people, intelligent, cooperation, and apologize. While in negative moral value the researchers found 7 examples, there are: lie, ridicule, bullying, trickery, hiding the truth, pessimism, and slyness. There are positive moral values and negative moral values. The percentage of positive moral values in Zootopia movie is 69,56%, and the percentage of negative moral values is 30,44%. So, based on the explanation percentage above the dominant moral value appearance is positive moral value.

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