

**SOURCES OF SELF-EFFICACY AS FOUND FROM THE MAIN
CHARACTER IN *HOME ALONE 2* (1992)**

THESIS

Submitted in Partial Fulfillment of the Requirements

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DEDICATION

This thesis is dedicated to:

1. The researcher's beloved parents
2. The researcher's families
3. English Letters UIN Raden Mas Said Surakarta
4. The researcher's almamater UIN Raden Mas Said Surakarta

MOTTO

“Don’t chase too much and don’t need to run. Just walk as long as you don’t stop,
everything will arrive at its own time”

Bela Isnawati

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *SOURCES OF SELF-EFFICACY AS FOUND FROM THE MAIN CHARACTER IN HOME ALONE 2 (1992)* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

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ACKNOWLEDGEMENT

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Surakarta, May 2 2023
Researcher



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ABSTRACT

Bela Isnawati. 2023. *Sources of Self-Efficacy as Found from the Main Character in Home Alone 2 (1992)*. Thesis. English Letters Study Program. Cultures and Language Faculty.

Advisor : Nestiani Hutami, M.A.

Keywords : Self-efficacy, Mastery experience, Behavior

This study analyzes the sources of self-efficacy in *Home Alone 2 (1992)*. The object of this research is *Home Alone 2 (1992)*, a family film every Christmas produced in America. This research only focuses on the main character in *Home Alone 2 (1992)*. The focus of this study is to analyze what sources influence the formation of self-efficacy in *Home Alone 2*. In addition, this study also analyzes the effects of self-efficacy on the main character in the film.

Therefore from this research an analysis of the sources of self-efficacy in this film will be derived as applied in the purpose of this study. First, the purpose of this study is to analyze the sources of self-efficacy found in films. These two studies also discuss the effect of self-efficacy on the main character. The two objectives are related to one another. This study uses Bandura's self-efficacy theory.

This study, the researcher uses a qualitative method. The data from this study is picture from the film *Home Alone 2 (1992)*. Data collection was carried out using observation and documentation techniques. Researcher collect data by watching and observing film. Researcher analyze using the theory of self-efficacy from Bandura.

Based on the results of the analysis of the film *Home Alone 2 (1992)* found 60 data. Discovery of 60 data, in the source of self-efficacy 54 data from mastery experience and 6 data from verbal persuasion. While the effect of self-efficacy is 9 data from behavior, 45 data from effort, and 6 data from mindset and emotional reaction. The data domain in the film is Mastery Experience as the sources of self-efficacy and effort as the effect of self-efficacy. Mastery experience is more than verbal persuasion because *Home Alone 2* reflects Kevin's experience and his efforts as an effect of self-efficacy in the film *Home Alone 2 (1992)*.

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CHAPTER I

INTRODUCTION

A. Background of the Study

Basically, every human being born in this world has their own problems, where the problem is not measured by ethnicity, belief and other people. This problem is not only owned by adults, but also owned by children. In solving these problems, each individual has their own ability to solve them. But not all abilities possessed by each individual are the same, each individual has different abilities.

The ability of each individual can be seen from how he addresses the existing problems. Someone who has strong abilities will take and solve existing problems. They will try to achieve success with the confidence and effort they put in. Meanwhile, someone with a weak ability will tend to stay away from or run away from existing problems. They will feel afraid and worried about their failure. A person's ability will determine whether he will be successful or not in dealing with every problem that comes.

Bandura (1994) state that, perceived self-efficacy is defined as people's beliefs about their capabilities to produce designated levels of performance that exercise influence over events that affect their lives. Efficacy is formed from the experience of successfully carried out by individuals in carrying out a communication activity that is continuous and which it allows individuals to

learn from the work done. Efficacy can also be formed from modeling mechanisms, seeing people's success in a job, verbal and social persuasion, as well as individual physical and mental conditions. As for the context of human resource development, self-efficacy can occur through education, development, and training activities.

An article written by Kendra Cherry (2022) in Verrywellmind explained that studying self-efficacy is important because it plays a role in knowing how someone feel about self and whether are successful in achieving life goals or not. The concept of self-efficacy is central to Albert Bandura's social cognitive theory, which emphasizes the role of observational learning, social experience, and mutual determinism in personality development. Bandura (1997) state that, self-efficacy as people's beliefs in their own functioning and over events that affect their lives. it is considered as one's independence optimism. It is the self-confidence that a person can build, the skill to perform complex innovations or responsibilities.

Bandura (1994) state that, self-efficacy determines how people feel, think, motivate themselves, and behave. Such beliefs produce these diverse effects through four main processes. They include cognitive, motivational, affective and selection processes. According to Bandura (1977) this self-efficiency has a significant effect on the process of human actions. Person confidence in production would empower them to do something about it. Conversely, if the individual cannot achieve the desired outcomes, the individual would not attempt to make that possible (p. 122-147).

In everyday life, self-efficacy leads us to set challenging goals and persist in the face of difficulties. It can be concluded that self-efficacy means self-confidence, independence and belief in oneself. When an individual recognizes self-efficacy, it allows him to set goals, strive to achieve them and increase the determination to achieve satisfaction. It can be concluded that self-efficacy means self-confidence, independence and belief in oneself. When an individual recognizes self-efficacy, it allows him to set goals, strive to achieve them and increase the determination to achieve satisfaction.

To see how the type of self-efficacy and also its influence in real life, there are even a lot of literary works that show self-efficacy, one of which is film. Alex Sobur (2006) state that, Film is one of the communication media that always influences and shapes society based on the content of the message behind it (p. 127). One of the famous films in America, written by John Hughes and became the best Christmas film and aired every Christmas is the Home Alone film. *Home Alone 2* film was written by John Hughes in 1992 directed by Chris Columbus. The film is 120 minutes long and is a family-comedy genre. Home alone is a film starring Macaulay Culkin.

In a common sense media article written by Marjorie Kase (2022), explains that this film is a good film. She said the film is a good-natured, albeit unrealistic, family film that both kids and adults will enjoy if they're with the violence, profanity, and disrespectful behavior. Its endearing story and charming performance by Culkin make *Home Alone* a standout among the usual holiday film fare. Without resorting to the all-too-adult double entendres that

dominate many family films, this one focuses more on slapstick humor and innocence to convey its story. That said, that very reliance on slapstick does mean it's chock-full of wince-inducing violence.

In an article Roger Ebert (2022), it is explained that *Home Alone* is a film that tells the story of an 8-year-old little hero who is left by his family to go on vacation to Paris. He did various ways to deter the two thieves by setting a trap. Overall, *Home Alone* is a family-themed film. In this *Home Alone* film, self-efficacy is formed when Kevin's character lives alone at his house when his parents and other families are on vacation in Paris. Young children in general may feel afraid, anxious and cry when they find out that they are left alone at home by their parents and family.

However, in Kevin's *Home Alone* film it's not like that, he dares to live at home alone and independently. When Kevin was raised by his parents he was a spoiled child and even always asked for help in doing something. Kevin is always considered a child who can only make a mess. But Kevin can live independently and do new things that he's never even done before. Like in the film, Kevin does his homework alone and even does his own shopping at the supermarket. A lot of self-efficacy is formed and even very different when compared to our real life. Just like when character Kevin devised all plans to defeat the two robbers of his house, in real life we rarely find the courage and independence of a child like character Kevin in the film. Even this film is considered illogical in showing every scene of Kevin's character. When we see

in this film the main character shows how he overcomes his problems by creating new innovations and focusing on solving his problems.

Based on the explanation above, the researcher wants to examine the sources of self-efficacy found in the main character in *Home Alone 2*. Self-efficacy is formed by several sources, including mastery experience, vicarious experience, verbal persuasion and psychological state. Self-efficacy also has an influence on individuals, including choosing behavior, effort and mindset/emotional reactions.

Example as representation sources self-efficacy in this film *Home Alone 2* is where when Kevin was ordered to sleep in the upstairs room alone because his real mistake was not the one who started it, this incident was exactly the same as Kevin's experience when he was going on Christmas vacation last year then, self-efficacy comes from mastery experience. He believes that he is not wrong and should not apologize. He even said that if he had his own money he would go on vacation alone without his family, because he had experienced being alone at home without a family and he was able to get through it alone. This incident affected Kevin's behavior, where he chose not to apologize and continued to sleep in the upstairs room alone, because he believes that he is capable if he has to be alone.

Several studies on self-efficacy were conducted by several researchers, some of their research is as follows:

First, research by Zul Ainun Aminah (2021) discusses the Influence of Self-efficacy on Students' Academic Achievement. This research has a difference,

namely in the object of research. Second, research from Rasyidah (2021) discusses about Analysis Undergraduate Students' Self-Efficacy in Writing Thesis at English Department of IAIN Parepare. This research has a difference, namely in the object of research. Third, research by Ramadya Abitza (2021) discusses the analysis of politeness strategies used by the main character in Home Alone 1 using politeness strategies. This research has the same object as the film under study. Fourth, research from Ana Rosa Gonzalez (2017) which discusses the influence of parenting style on academic self-efficacy, resilience, and seeking help. The difference from the author's research is the effect of self-efficacy. Fifth, research by Adrian Dinata Dwi Dharma (2018) discusses Students' Self-Efficacy: A Case Study on the First Semester Student of English Education at Jambi University. The difference between this research and the author's research is the object under study.

Based on the five previous studies that have been described above, none of them discusses sources of self-efficacy as found from the main character in *Home Alone 2*. The researcher wants to analyze sources of self-efficacy in this film using the theory of Albert Bandura "Self-efficacy theory", a theory that discusses self-efficacy, sources of self-efficacy and also the influences of self-efficacy. From this theory, the focus of this research is to find sources of self-efficacy in the main character's self-efficacy and influences of self-efficacy in *Home Alone 2* film. Because the film *Home alone 2* is a continuation of the first *Home alone* film where one source of self-efficacy is mastery experience, the researcher chose *Home alone 2* because the film has a story that is almost the

same as the first *Home alone* where *Home alone 2* describes many experiences from film *Home alone* first.

Based on the explanation above, the researcher is interested in the important to do this research, because self-efficacy is formed in children due to several sources of self-efficacy and also its influence on the individual. Where each source has its own influence in *Home Alone 2*, there is a lot of self-efficacy from the personal experience of the main character that is different from self-efficacy in general. Where the main character is a small child who is able to be brave and independent and can defeat two criminals. Therefore, researchers want to examine the sources of self-efficacy found from the main character in *Home Alone 2* (1992).

B. The Limitation of the Study

Based on the research object of the researcher, *Home Alone*, there are at least four (4) topics that are used as research topics. Namely, the first topic, the influence of the environment on the behavior of the main character in the *Home Alone* movie. Second, analysis sources of self-efficacy as found from the main character in *Home Alone 2*. Third, the analysis of the mise-en-scene in the *Home Alone* film. Four, analysis of archetypes in the *Home Alone* film.

This research is not broad and right on target as well as analysis, the researcher will limit the problem and focus on topic number two, namely sources of self-efficacy as found from the main character in *Home Alone 2*. The

researcher chose *Home Alone 2* because the film *Home alone 2* is a continuation of the first *Home alone* film where one source of self-efficacy is mastery experience, the film has a story that is almost the same as the first *Home alone* where *Home alone 2* describes many experiences from film *Home alone* first. This study uses the theory of self-efficacy by Bandura (1997).

C. Formulation of the Problems

Based on the background of the study above, the problems of this study are:

1. What sources of self-efficacy as found from the main character in *Home Alone 2*?
2. How do the effect of self-efficacy on the main character in *Home Alone 2*?

D. Objectives of the Study

Related to the problem of the study, the objectives of this study formulate as follows:

1. To describe the sources of self-efficacy founds from the main character in the *Home Alone 2*.
2. To examine the effect of self-efficacy on the main character in *Home Alone 2*.

E. The Benefit of the Study

The research is expected to provide practical and theoretical benefits for readers and researchers. The researcher also hopes that this research can be a reference for relevant knowledge or research in the future.

a. Theoretical Benefit

The researcher hopes that this research can provide more information about self-efficacy by Albert Bandura. This research is useful for readers and researchers themselves to know more about a matter relating to self-efficacy, especially Kevin's character in the film *Home Alone*. This research is expected to provide motivation in the development of literature, especially film analysis.

b. Practical Benefit

This study used *Home Alone* movies. Therefore, a further researcher may be able to expand their research and find new things in their research by looking at this research as a guide for writing on the same discussion topic.

F. Definition of the Key Terms

a. Self-efficacy

Self-efficacy is a person's particular set of beliefs that determine how well one can execute a plan of action in prospective situations (Bandura, 1997).

b. Character

Characters are the persons presented in a dramatic or narrative work, who are interpreted by the reader as being endowed with moral and dispositional qualities that are expressed in what they say -the dialogue- and what they do –the action (Abrams, 1981: 20)

c. Experience

Experience is knowledge or skill in a particular job or activity, which someone have gained because someone have done that job or activity for a long time (Collin, 2023)

CHAPTER II

LITERATURE REVIEW

A. Theoretical Background

1. Albert Bandura Self-Efficacy Theory

a. Definition of Self-Efficacy

The concept of self-efficacy is actually the core of the social cognitive theory proposed by Albert Bandura which is the role of observational learning, social experience, and mutual determinism in personality development. Bandura (1997) state that, self-efficacy is basically the result of cognitive processes in the form of decisions, beliefs, or the extent to which individuals assess the ability to carry out certain tasks or actions needed to achieve the desired results. According to him, self-efficacy is not related to the development one has no matter how big. Individual self-efficacy is the self-confidence that a person has in dealing with future situations that contain ambiguity, are unpredictable, and are often stressful.

Bandura (1994) state that, Self-efficacy determine how people feel, think, motivate themselves and behave. Such belief produce these diverse effects through four main processes. They include cognitive, motivational, affective and selection processes. This self-efficiency has a significant effect on the process of human actions. Person confidence in production

would empower their self to do something about it. Conversely, if the individual does not have the ability to achieve the desired outcomes, the individual would not attempt to make that possible (Bandura, 1977 p.122-147).

Self-efficacy is a construct proposed by Bandura based on cognitive social theory. In his theory, Bandura states that human action is a reciprocal relationship between the individual, the environment, and behavior. Self-efficacy theory is an important component of general social cognitive theory, where it is said that individual behavior, environment and cognitive factors have a high correlation. Bandura defines self-efficacy as a person's judgmental ability to carry out certain patterns of behavior.

Gist (1987) by referring to the opinions of Bandura, Adam, Hardy and Howells, states that self-efficacy arises from gradual changes in complex cognitive, social, linguistic, and physical skills through experience. Individuals appear to consider, combine, and assess information related to their abilities and then decide on various choices and efforts accordingly.

Bandura and Wood (1989) stated that self-efficacy has a major role in the regulatory process through individual motivation and predetermined work achievements. Considerations in self-efficacy also determine how much effort people make in carrying out their tasks and how long it takes to complete the task. It is further stated that people with strong self-efficacy considerations are able to use their best efforts to overcome obstacles,

while people with weak self-efficacy tend to reduce their efforts or run away from existing obstacles.

Self-efficacy is belief in one's ability to carry out tasks. People who are confident in their abilities tend to succeed, while people who always feel like a failure tend to fail. Bandura (1991) revealed that individuals who have high self-efficacy will achieve a better performance because these individuals have strong motivation, clear goals, stable emotions and the ability to perform activities or behaviors successfully. In contrast, individuals with low self-efficacy tend not to try or prefer cooperation in difficult situations and high levels of task complexity.

In conclusion, self-efficacy is an ability which have people to show their responsibility in given tasks. Besides, self-efficacy as a big motivation for individual to make sure themselves that they can reach the goal and give good impact for their ability. Additionally, self-efficacy is belief on individual's ability to do specific tasks or action. People who have high self-efficacy are disposed to be success. Otherwise, people who have low self-efficacy disposed to be fail.

b. Sources of Self-Efficacy

Self-efficacy is a personality element that develops through individual observations of the consequences of their actions in certain situations. A person's perception of himself is formed during his life through rewards and punishments from the people around him. The reinforcing elements are gradually internalized so that an understanding

and belief is formed about one's own abilities. Bandura (1997) says that the perception of self-efficacy in each individual develops from the gradual attainment of certain abilities and experiences continuously. The ability to perceive cognitively towards the abilities possessed gives rise to self-confidence or self-confidence which will be used as a basis for individuals to try their best to achieve the targets set.

Self-efficacy is closely related to individual abilities in evaluating and assessing individual abilities about their circumstances, according to Bandura (1997) there are 4 sources that influence self-efficacy, namely:

1. Mastery experience

The source of influence for self-efficacy is mastery experiences, namely past performances. Usually performance success will raise expectations of one's ability to influence the expected results, whereas failure tends to lower it. Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes. This source of information has a major influence on individual self-efficacy because it is based on real individual personal experiences in the form of success and failure.

The experience of success will increase the individual's self-efficacy, while the experience of failure will decrease it. Once strong self-efficacy has developed through a series of successes, the negative impact of common failures will be reduced. In fact, then failure is

overcome with certain efforts that can strengthen self-motivation if someone finds through experience that the most difficult obstacles can be through continuous effort.

The above statement has six practical consequences: 1) successful performance will generate self-efficacy in dealing with task difficulties 2) tasks that are done successfully generate more self-efficacy than success in helping others 3) failure will decrease self-efficacy more, especially if we already aware that they have tried their best and vice versa failure because they do not try optimally does not significantly reduce self-efficacy 4) failure under high emotional conditions or high levels of stress self-efficacy is not as weak as failure under maximum conditions 5) failure before obtaining experiences about mastery are more detrimental to self-efficacy than failure after obtaining it 6) job failure has only a small effect on self-efficacy, especially for those who have high success expectations. Mastery experience has several ways of induction, namely: imitating models, eliminating the bad influence of past memories, highlighting the successes that have been achieved, and training yourself to do your best.

The most influential source of knowledge is our actual performance. If we succeed repeatedly in doing the tasks at hand, the sense of self-worth increases. Conversely, if we repeatedly fail, our sense of self-worth falls. Once we are able to develop a great sense of

self-worth in an area, we are less bothered by bumps and bumps that put us back for a while. We will perceive the failure as a lack of effort or a lack of tactics, prompting us to want to try again. Some things that become benchmarks in this indicator are: challenging assignments, training and supportive leadership (p. 80).

2. Vicarious experience

Observing the success of other people with comparable abilities in doing a task will increase individual self-efficacy in doing the same task and vice versa, observation of other people's failures will reduce the individual's assessment of his abilities and the individual will reduce the effort made. Observing other people being able to carry out activities in stressful situations without experiencing adverse consequences can generate hope for observers. The belief arises that later he will succeed if he tries intensively and diligently. They suggest to themselves that if other people can do it, then they can do it too, with at least a slight improvement in performance.

If other people are not equal to us, social modeling only has a small effect on self-efficacy in general, the effects of social modeling in increasing self-efficacy are not as strong as social performance. In contrast, social modeling can have a strong effect when it comes to low self-esteem. Vicarious experience has an induction method, namely: observing real models and observing symbolic models.

There are two conditions that allow an individual's self-efficacy to be easily influenced by the experiences of other individuals, namely a lack of individual understanding of other people's abilities and an individual's lack of understanding of their own abilities. Several things are used as benchmarks in this indicator, namely: co-worker success and company success (p. 86).

3. Verbal persuasion

Bandura (1997) Self-efficacy can also be achieved or weakened through social persuasion. In verbal persuasion, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals. Individuals who are convinced verbally tend to try harder to achieve success. Under conditions of pressure and constant failure, any hope that comes from this suggestion will quickly disappear if it has an unpleasant experience. According to Bandura, the influence of verbal persuasion is not too big because it does not provide an experience that can be directly experienced or observed by individuals. Under conditions of pressure and constant failure, the influence of suggestion will quickly wear off if one experiences an unpleasant experience.

The effect of advice on self-efficacy here is not the same as authority, for example a psychotherapist's suggestion to a phobic patient that he can climb higher stairs or walk in a crowd of people

generates more self-efficacy than support from his spouse or children. However, if the psychotherapist later tries to convince the patient that he has the ability to change even a small amount of his attitude towards his spouse and children, the patient may not develop self-efficacy for this suggestion. Verbal persuasion has several ways of induction, namely: suggestions, urgent warnings, self-ordering, and correcting wrong old interpretations. Several things are used as benchmarks in this indicator, namely: the relationship between superiors and employees and the role of the leader (p.101).

4. Psychological state

Bandura (1997) the final source of self-efficacy is physiological and emotional conditions. Strong emotions usually lower performance levels. When experiencing great fear, strong anxiety and high stress, humans have low self-efficacy expectations. Individuals will base information about their physiological condition to assess their abilities. Physical tension in stressful situations is seen by individuals as a sign of incompetence because it can weaken individual work performance. In stressful situations, emotional conditions can affect expectations of efficacy.

In some ways the individual is aware of the state of physiological turmoil in assessing anxiety and sensitivity to stress. Excessive turmoil will usually cripple performance. Individuals expect more success if they do not experience this turmoil than if they suffer

stress, shock and deep anxiety. Emotional development has several ways of induction, namely: equipping, relaxing, eliminating emotional attitudes with symbolic modeling, and generating emotions symbolically. Several things are used as benchmarks in this indicator, namely: Confidence in the ability to achieve goals and the desire to succeed in achieving goals (p.106).

c. Effects of Self-Efficacy

The self-efficacy mechanism contains an explanation of how self-efficacy is in individuals. According to Bandura (1986) individual self-confidence is not just a prediction about the actions that will be taken by individuals in the future. Individual belief in his ability is a determinant of how individuals act, mindset, and emotional reactions experienced in certain situations. The effects of self-efficacy in individuals is as follows:

1. Behavior

This factor is a very important factor as a source of forming one's self-efficacy because it is based on the fact that one's success in carrying out a particular task or skill will increase self-efficacy and repeated failures will reduce self-efficacy. Self-efficacy will affect the choice of action to be taken. The individual will be involved in a task situation if he feels capable and will avoid a behavior if he is unable.

In everyday life, individuals must always make decisions about what actions to take and how long these actions will last. Individuals tend to avoid activities and situations that are believed to be beyond

their capabilities. Conversely, people will choose and carry out sera show conclusively the activities that they value are capable of being carried out, so that only activities that they believe are capable of being carried out will be the choice (p.393).

2. Effort

Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise. When faced with difficulties, individuals who are doubtful about their own abilities will reduce their efforts and give up easily. Whereas individuals who have high self-efficacy will expend great effort to overcome these obstacles or obstacles.

High self-efficacy makes a person stronger and more persistent in doing a task. Individuals who have high self-efficacy will pay great attention to making efforts to achieve good performance, because knowledge and abilities will develop and increase if there are efforts in that direction. Efforts to improve capabilities and skills will be very useful as preparation for facing uncertain conditions, failures and challenges and obstacles in the demands of the environment (p.394).

3. Mindset and Emotional Reaction

Self-efficacy has an impact on individual emotions and mindsets. Self-efficacy can also be described as a function of self-confidence by which individuals can say that high persistence associated with self-efficacy will most definitely lead to increased

performance and productivity. Self-efficacy has been shown to be a good measure and can be used to predict behavioral outcomes when compared to other motivational constructs.

Individual assessment of abilities will influence mindsets and emotional reactions during interactions with the environment. Individuals who consider themselves incapable and imagine the difficulties are greater than they really are. The wrong self-reference will create stress so that it can reduce the effectiveness of using abilities and result in the individual experiencing a loss of attention to make the best efforts in dealing with failure or something unwanted. Conversely, individuals who have high self-efficacy will direct their attention and efforts towards the demands of the situation and are increasingly challenged by tougher obstacles. Environmental demands and existing obstacles will be seen as something that must be answered and overcome.

Self-efficacy will form an individual mindset in seeing failure. Individuals who have high self-efficacy will see failure caused by ineffective efforts rather than due to ability factors. Meanwhile, individuals who have low self-efficacy will see failure due to external factors rather than due to their lack of ability (p.395).

2. Character and Characterization

a. Character

According to Abrams (1981) character are people who are displayed in a narrative work, or drama, which the reader interprets as having certain moral qualities and tendencies as expressed in speech and what is done in action. In several films, both action and dialogue, the main focus lies in the vivid portrayal of unique characters. Although the plot is considered important in the film, what happens is plot is important because it helps us to understand the characters that are being developed (Boggs & Petrie, 2008). Fiction characters can be divided into several types of naming based on the angle from which the naming is completed. Like the main and auxiliary characters, protagonist and antagonist, static and evolving.

The main character is a character whose story is prioritized in a work of literature concerned. He is the most narrated character, both as doers of events and those who are subject to events. Since the main characters are the most widely told and always relate to the other characters, they largely determine the development of the overall plot. On the other hand, the appearance of additional characters in the whole story is lacking, unimportant, and their presence is only if there is a relationship with the main character, directly or indirectly.

b. Characterization

Characters also have characterizations, characterization is the creation of fictional characters (Balossi, 2014). Characterization is a building to give impressive values to the character. Characterizations in films are different from characterizations in literary works because films are more visual storytelling so that characterizations in films are more complicated and more detailed than in literature (Boggs & Petrie, 2008). Character refers to people, story actors while characterization refers to character traits and attitudes, more to the personal qualities of a character (Nurgiyantoro, 2013). Characterization can be divided into several types in a film, such as characterization through appearance, characterization through dialogue, characterization through external action, characterization through internal action, characterization through other people's reactions, characterization through contrast.

3. *Home Alone 2 (1992)*

Home Alone is a film that tells about an 8 year old little hero who was left by his family to go on vacation to Paris. He did various ways to deter the two thieves by setting a trap. Overall, *Home Alone* is a family-themed film. This film is always shown at Christmas even today, and is a family film.

John Hughes, in full John Wilden Hughes born February 19, 1950, Lansing, Michigan, US and died August 6, 2009, New York. American film director, writer, and producer who in the 1980s established the modern

American teen movie as a genre. Hughes successfully portrayed the reality of adolescent life while maintaining a funny and lighthearted tone. In financial terms, Hughes's greatest success was *Home Alone* (1990; directed by Chris Columbus), a film starring Macaulay Culkin as a child left to his own devices when his parents lose track of him on their way to a vacation in France. It inspired three sequels (*Home Alone 2: Lost in New York*, *Home Alone 3*, and *Home Alone 4*), all of which were written by Hughes. The success of this home alone film has reached the land of the bamboo curtain. The film managed to reach the box office for three decades in China, which reached 285.7 million US dollars. According to Forbes, at that time *Home Alone* was shown in China from November 1990 to June 1991. *Home Alone* is also the number one Christmas film in America this year.

In a Bacaterus digital media article written by Arrin Nur Fitriani (2022), she said the film is 1992 comedy film is a sequel to the 1990 film with the same title. *Home Alone 2: Lost in New York* still stars Macaulay Culkin as Kevin McCallister. This film is indeed iconic and memorable, especially for children in the 1990s. Even so, the film is still often screened as it approaches the Christmas and New Year celebrations. In this sequel, the villain that Kevin faces is still the same, namely in 'Wet Bandits'. Despite having an advantage under the previous film, *Home Alone 2* still manages to attract the interest of fans of this comedy film. Filming for *Home Alone 2* took place from December 1991 to May 1992, taking place in Chicago and New York City. The film was then released on November 20, 1992 and grossed over \$173 million in the

United States. While the gross revenue for this film from around the world was \$356 million. But compared to the first film, the number is lower, with *Home Alone* earning \$476 million worldwide. *Home Alone 2* became the third highest-grossing film in the United Kingdom and the second highest-grossing film in the United States and Canada. *Home Alone 2: Lost In New York* won the Favorite Comedy Motion Picture award at the People's Choice Award, USA.

B. Previous Study

Several studies on self-efficacy have been conducted by several researchers, but with a different research object, some previous studies as follows:

First, research from Destiva Risky (2016), discusses An Analysis of Self-Efficacy of the English Department Students of Padang State University in Speaking English. The focus of his research is to examine the level of self-efficacy of students of the Department of English Language and Literature in speaking English based on aspects of self-efficacy, namely aspects of magnitude, strength and generality. This study has similarities in using bandura theory for research, while the difference with this research is the research focus in bandura theory and the objects used in research.

Second, research from Antonia Eka Puspita (2018), discusses Pre-Service Teacher's Self-Efficacy in the Teaching Practicum. The research focus is examining teacher self-efficacy in teaching practice and the factors that

influence pre-service self-efficacy in teaching practice. This research has similarities in using Bandura theory for research, while the difference with this research is the object used in the research.

Third, research from Fetra Della FB (2018), discusses the influences of self-efficacy on students' speaking abilities in the classroom. The research focus is on finding out the students' self-efficacy and speaking ability at SMPN 14 Banda Aceh, and discovering the impact of students' self-efficacy on speaking ability. This research has similarities in using Bandura theory for research, while the difference with this research is the object used in the research.

Fourth, research from Dwi cahyono (2022), discusses Kevin Mccallister's intelligent actions in the film *Home Alone*. The focus of this research is to find out the intelligence action of Kevin McCallister which appears in the film *Home Alone*. This study has similarities in the object of analysis used, namely Kevin in the film *Home Alone*, while the difference in this study is the theory used for this research, namely theory of triarchic intelligence by Robert Sternberg.

Fifth, research from Fuad Hasyim (2018), discusses The Effects of Self-Efficacy on Motivation of Reading English Academic Text. The focus of the research is to analyze the role of student's self-efficacy in the level of motivation to read the textbooks in the English Language. This research has similarities in using Bandura theory for research, while the difference with this research is the object used in the research.

CHAPTER III

RESEARCH METHODOLOGY

This chapter discusses the research method in this study. It covers discussion about research design, data and data source, research instrument, data collecting technique, data validation technique, and data analysis technique.

A. Research Design

This study uses a qualitative descriptive approach, because this study deals with the assessment of human behavior. Qualitative research is research to explore and understand the meaning that a number of individuals or groups ascribe to social or humanitarian problems (Creswell, 2009:4). Creswell also explained that this qualitative research process involves important efforts, such as asking questions and procedures, collecting specific data from participants, analyzing data inductively from specific to general themes, and interpreting the meaning of the data.

Denzin and Lincoln (2005) state that descriptive qualitative is a research study with a naturalistic approach to the world, which transforms and explains a phenomenon in terms of the meaning that people bring into interpretation. From the statements above, it can be concluded that qualitative research is an approach to describe and interpret phenomena in the world by using a theoretical lens to understand social problems. This research must apply an inductive-style research perspective, focusing on a problem. Qualitative

research is very important in behavioral science where the aim is to discover the underlying motives for human behavior.

This qualitative research method is very suitable for this research because it is in accordance with the topic of my research which will analyze the source of self-efficacy in the film that is the object. My research must be analyzed in a qualitative research method to describe the source of self-efficacy and how it affects the individual in the film. Researcher use the theory of self-efficacy from Bandura. This theory explains four sources of self-efficacy: mastery experience, vicarious experience, verbal persuasion and psychological state, and how they affect individuals. This research is supported by academic work in the form of articles, journals, theses which contain the object and research topic.

B. Data and Data Sources

Data is the representation of concept or other entities, fixed in or a medium in a form suitable for communication, interpretation, or processing by human being or automated system (Creswell, 2009). In qualitative research, the data are distinguished as primary data and secondary data. Primary data is data in the form of text from interviews and obtained through interviews with informants who are being sampled in their research. Data in the form of pictures, numbers, words, ideas and facts (Kumar M, 2013).

The researcher collected the data in the form of picture in some character action and dialogue texts that show sources self-efficacy and influences of self-efficacy in *Home Alone 2* film. This research also contain the data that the researcher find on the other references such as book, journals, and the thesis that support the topic about self-efficacy.

Sources of data are research in the form of words or actions that are observed or interviewed something, pictures and documents (Moleong, 2007:157). The data sources in this study is *Home Alone 2* (1992). The researcher uses screenshots from the *Home Alone 2* film as a representation of how visuals are used as a tool to help researchers understand dialogue.

C. Research Instruments

The primary instrument of this research is the researcher. According to Creswell (2007), researchers are people who collect information to collect data. The researcher as the person who is responsible for handling the research to keep informing the readers. Researchers are involved in this research starting from differentiating data based on topic, classifying data, interpreting data and concluding data analysis. The researcher's role in qualitative research is to try to access the participants' thoughts and feelings. They have the potential to influence the collection of empirical material data.

The secondary instrument is a data table, which is to classify the sources and influences self-efficacy of main character in the films *Home alone 2* (1992).

Here, researcher need to find data source to classify data based on the selected theory.

D. Data Collection Techniques

Data collection is a method to collect information relevant to a particular research. According to Endaswara (2010), data reduction is a technique to reduce unnecessary data and focus on the data is relevant to the research based on criteria parameters. The data of this research is the form of a capture of the character's action and sentence that are taken from dialogues. The screen capture on the dialogue will help the researcher to comprehend the dialogue. Researcher collect data by:

1. Watching, *Home Alone 1* and *Home Alone 2* movies through Disney Hotstar <https://www.hotstar.com/id/1770000922> repeatedly while researching.
2. Reading the script Home Alone Movie series taken from <https://www.dailyscript.com/scripts/homealone1.html>. In addition to watching films, researchers also need to read film scripts as complementary data.
3. Taking screenshots of Kevin's scenes in *Home Alone*. Researcher take screenshots in the *Home Alone* movies that are included in the data.
4. The researcher collecting and identifying the data based on the theory self-efficacy by Bandura (1997).

NO	Visual Data	Textual data	Coding	Notes of The Code
1.				
2.				
3.				

Table 3. 1 Table of Collecting Data

5. Coding, the researcher writing data into tables and creates the codes, to facilitate the researcher in the analysis process.

For example:

1/ME/B/00.09.04

1: Data Number

ME: Mastery Experience

B: Behavior

00.09.04: Time that the data have found

E. Data Validation Technique

According to Creswell (2008) through the process of data collection and analysis, researchers need to ensure that the findings and interpretations are accurate. Finding validation means that the researcher determines the accuracy or credibility of the findings through strategies such as member checking or triangulation. Here, the trust and validation of the data are the conditions to ensure that the data is relevant or in accordance with the subject and object of

research. Researcher need validators to validate the data. The validity of the data can be obtained by conducting credibility, dependability, transferability and suitability. This research used credibility method. Credibility is related to data accuracy where researchers need to observe Kevin's self-efficacy. To validate the data, the researcher submitted the collected data to Mr. Muhammad Rizal, M.A. so that the validator able to do verification and do the validation of the data in this research. In the process of selecting validator, researcher have made several criteria needed to validate the data that has been created. The criteria are; validator has a master's degree in literature, taught a film course on English literature, later becoming a liaison and validator in literature and film.

F. Data Analysis Techniques

In this study, the researcher conducts qualitative research that explains the 'what' and 'how'. Creswell (2014) states that analyzing data inductively starts from specific to general themes, and the researcher gives meaning or interpretation to the data. According to LeCompte and Schensul (1999), data analysis is the process of reducing data and interpreting it to obtain meaning. It is also called transforming data into research results. Spardley (1980) states that there are four steps of data analysis in qualitative research:

1. Domain

Domain is a step to differentiate data based on social issues and the main problem topics in this research. Collecting data by capturing screenshots of

character actions and sentences with dialogue from *Home Alone 2* films which are based on Kevin's representation of Self-Efficacy.

2. Taxonomy

Taxonomy is a step to classify data. In the domain stage, the general domain points to a specific domain. Taxonomy tries to understand the problem and describe the phenomena that exist in the research problem. Basically, taxonomic analysis can be said as an analysis of all data collected based on a predetermined domain. The results can be made in the form of box diagrams, line diagrams and nodes. Researcher using theories to analyze the data, namely self-efficacy.

Sources of Self-efficacy			
ME	VE	VP	PS

Table 3.2. Taxonomy Table of Sources of Self-efficacy

Effects of Self-efficacy		
B	E	MER

Table 3.3. Taxonomy Table of Effects of Self-efficacy

3. Componential

Componential is a step to find gaps in the analysis domain by using causal relationships from classification and analysis. The researcher watching the

Home Alone film repeatedly and reading the academic sources of the theory to find gaps and classify the data by category. Researcher add data to the table to make it easier to analyze the data, cause and effect relationships in data classification. After that, the researcher must analyze irrelevant or relevant data. Then the data will be numbered and decoded as follows:

Table 3.4. Table of Componential

Sources of Self-efficacy											
ME			VE			VP			PS		
B	E	MER	B	E	MER	B	E	MER	B	E	MER

Sources of Self-Efficacy

- a) Mastery Experience (ME)
- b) Vicarious Experience (VE)
- c) Verbal Persuasion (VP)
- d) Psychological State (PS)

Effects of Self-Efficacy

- a) Behavior (B)
- b) Effort (E)
- c) Mindset and Emotional Reaction (MER)

4. Cultural Theme

Cultural theme analysis is an analysis that understands the typical symptoms of the previous analysis. This analysis collects many themes,

cultural focuses, values and cultural symbols that exist in each domain. In this analysis, the researcher looks for the relationship between the domain and the relationship with the whole, after which it will be stated in a theme according to the focus and sub-focus of the research. The data domain is mastery experience as sources of self-efficacy and effort as the effect of self-efficacy.

CHAPTER IV

FINDINGS AND DISCUSSION

This chapter explains and presents the results of data analysis based on the theories that had been written in chapter II. The results of the analysis are explained by the researcher in the research findings section, followed by a discussion to clarify the research findings in this thesis.

A. Research Findings

An overview of the research results is presented based on the formulation of the questions given in chapter I. There are two questions that must be addressed. The first is the source of self-efficacy found in the main character in *Home Alone 2*. This question lets us know that self-efficacy is influenced by 4 sources (Bandura (1997), namely mastery experience, vicarious experience, verbal persuasion and psychological state. Questions the second is how the effect of self-efficacy is on the main character. Self-efficacy is formed due to the existence of a source and has an influence on a person's individual self. The data found in *Home Alone 2* film is 60 data, can be seen from the componential table below:

Table 4.1. Table of componential

Sources of Self-efficacy											
ME			VE			VP			PS		
B	E	MER	B	E	MER	B	E	MER	B	E	MER
8	41	5	-	-	-	1	4	1	-	-	-

1. Sources of Self-efficacy Analysis in *Home Alone 2*

a. Mastery experience

Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes. This source of information has a major influence on individual self-efficacy because it is based on real individual personal experiences in the form of success and failure. In *Home Alone 2*, Kevin's self-efficacy mostly comes from mastery experience. The result of this research can be seen from the analysis below:

2/ME/B/00.19.08



Figure 4. 1 Data Number 2, sources of self-efficacy

Kevin was separated from his family at the airport and he got on the wrong plane, the plane that was supposed to go to Florida but Kevin got on a plane headed for New York. After learning that he was separated from his family, Kevin didn't feel worried or afraid, he was happy and continued his Christmas vacation alone in New York City. Kevin's source of self-efficacy can be seen from the scene and also Kevin's dialogue "I did it again", where he repeats what he has experienced. Kevin is separated from his family, and here Kevin believes that he is able to get through this obstacle because he has experienced it before. Kevin's self-evaluation of overcoming obstacles based on his experience can be categorized in a source of self-efficacy, namely master experience.

Kevin's character in this scene depicts Kevin as having a brave character and having high confidence, making Kevin dare to make the decision to be in New York alone without his family.

14/ME/B/00.54.14



Figure 4.2 Data Number 14, sources of self-efficacy

After Kevin encountered two robbers at a toy store and managed to escape from their pursuit, Kevin returned to the hotel and packed his things and immediately ran away from the hotel. The source of Kevin's self-efficacy can be seen from when he met two robbers at a toy store and managed to escape from their pursuit. Kevin must save himself from two robbers who will catch him. Kevin's self-evaluation of overcoming obstacles based on his experience can be categorized as a source of self-efficacy, namely mastery experience. Kevin's character in this scene depicts Kevin with a brave and intelligent character, making him think and rush to leave the hotel to save himself.

30/ME/E/01.15.51

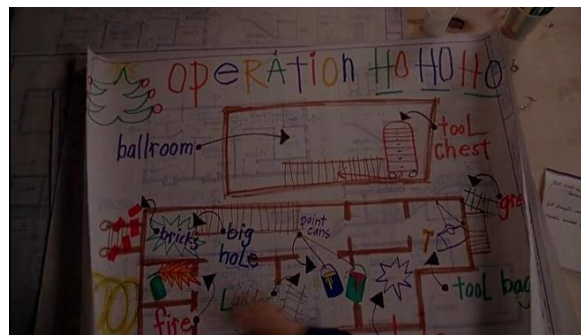


Figure 4.3 Data Number 30, sources of self-efficacy

After successfully entering Uncle Robb's house, Kevin then made the same strategy as before to catch the two robbers. The source of Kevin's self-efficacy can be seen from his decision to catch two robbers at Uncle Robb's house. Kevin, with his various tactics,

managed to escape from the hotel clerk who was going to arrest him for using his father's credit card which should not be used by young children, and now he will use his tactics to trap the two robbers and arrest them.. Kevin's self-evaluation of overcoming obstacles based on his experience can be categorized as a source of self-efficacy, namely mastery experience.

Kevin's character in this scene depicts Kevin as a smart character and has high self-confidence, making Kevin dare to make a decision to make a plan to defeat the two robbers.

31/ME/E/01.15.58



Figure 4.4 Data Number 31, sources of self-efficacy

Setelah strategi yang dibuatnya selesai, Kevin mengumpulkan item yang bisa digunakan untuk jebakan. Sumber dari self-efficacy Kevin terlihat ketika ia mulai mengumpulkan alat-alat yang akan digunakannya untuk menangkap kedua perampok tersebut. Kevin yakin bisa menangkap kedua perampok itu segala taktik yang dia buat. seperti saat dia berhasil memesan hotel sendiri dan mengelabui

petugas hotel yang ingin menangkapnya. Kevin's self-evaluation of overcoming obstacles based on his experience can be categorized in a source of self-efficacy, namely mastery experience.

Kevin's character in this scene depicts Kevin as a smart character and has high confidence, making Kevin dare to make a decision to make a plan to defeat the two robbers.

57/ME/E/01.41.42



Figure 4.5 Data Number 57, sources of self-efficacy

After the two robbers fell into the trap he made, Kevin tried to report the incident to the police and he saved himself. The source of Kevin's self-efficacy can be seen when he has almost completed his goal of catching the two robbers. he dared to make up his mind to catch the two robbers who had robbed his house in the past. Kevin did the same thing, namely making lots of traps as an arrest strategy, except this time he did it at Uncle Robb's house which was empty. Kevin's self-evaluation of overcoming obstacles based on his

experience can be categorized as a source of self-efficacy, namely mastery experience.

Kevin's character in this scene depicts Kevin as a smart and brave character, making Kevin dare to make the decision to report the two robbers to the police.

16/ME/MER/00.57.42



Figure 4.6 Data Number 16, sources of self-efficacy

When he wanted to escape from the hotel, it turned out that the two robbers found Kevin from the back door and arrested Kevin. Kevin listens to the conversation between the two robbers who are about to commit a robbery at a toy store. The source of Kevin's self-efficacy can be seen when he was caught by the two robbers. Kevin once set a trap for the two robbers and he failed and was caught by the robbers, but at that time Kevin was able to escape from the two robbers, and this time he believed that he could escape from the two robbers in various ways. Kevin's self-evaluation of overcoming obstacles based on his experience can be categorized in a source of self-efficacy, namely mastery experience.

Kevin's character in this scene depicts Kevin as a smart character and has high confidence, making Kevin think that he has to do something to thwart the plans of the two robbers.

27/ME/MER/01.14.56

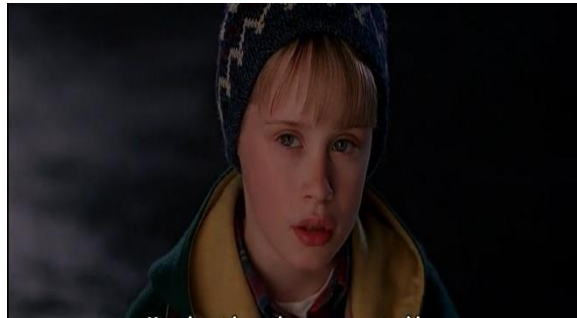


Figure 4.7 Data Number 27, sources of self-efficacy

Kevin remembered the toy shop owner saying that the sales money would be donated to the children's hospital, then Kevin thought he had to thwart the robbery. The source of Kevin's self-efficacy can be seen when he decides to catch two robbers who are going to rob a toy store. Once Kevin learns that the two robbers will be robbing a toy store on Christmas Eve, Kevin will arrest him. Kevin is sure he can do the same thing as before, because he has caught the two robbers before. Kevin's self-evaluation of overcoming obstacles based on his experience can be categorized as a source of self-efficacy, namely mastery experience.

Kevin's character in this scene depicts Kevin as having a good character and having a high sense of wanting to help, making Kevin want to do good to children who are in the hospital.

b. Verbal Persuasion

In verbal persuasion, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals. Individuals who are convinced verbally tend to try harder to achieve success. According to Bandura, the influence of verbal persuasion is not too big because it does not provide an experience that can be directly experienced or observed by individuals. The result of this research can be seen from the analysis below:

3/VP/B/00.27.28



Figure 4.8 Data Number 3, sources of self-efficacy

When Kevin finds out that the Hotel Plaza is the best hotel in New York from the broadcast on television he has ever watched, Kevin tries to get in and is about to book a room for himself. Kevin's self-

efficacy can be seen when he reaches New York and he has to find a place for him to stay. Kevin once heard someone broadcast on television showing the best hotel in New York and explained the instructions on how to book the hotel. Kevin believes he can book his own room even though he is still a child who may not be old enough to book his own room without parents. Evaluation of Kevin's abilities that are influenced by other people can be categorized as a source of self-efficacy, namely verbal persuasion. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.

Kevin's character in this scene depicts Kevin as having a brave and intelligent character, making Kevin dare to try to call the hotel to book his own room.

4/VP/E/00.27.37



Figure 4.9 Data Number 4, sources of self-efficacy

After knowing the hotel call center, Kevin will book a room for himself. Kevin's self-efficacy can be seen when he reaches New York and he has to find a place for him to stay. Kevin once heard someone broadcast on television showing the best hotel in New York and explained the instructions on how to book the hotel. Kevin believes he can book his own room even though he is still a child who may not be old enough to book his own room without parents. Evaluation of Kevin's abilities that are influenced by other people can be categorized as a source of self-efficacy, namely verbal persuasion. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.

Kevin's character in this scene depicts Kevin as having a brave and intelligent character, making Kevin dare to try to call the hotel to book his own room.

26/VP/E/01.13.05



Figure 4.10 Data Number 26, sources of self-efficacy

Kevin was given advice by someone he met at the park to do something good on Christmas Eve. Kevin's source of self-efficacy can be seen when he gets suggestions for himself to do good things this Christmas Eve. Kevin then agreed and believed that he could do something good to make up for the mistakes he made. Even though Kevin is alone in New York City, Kevin believes that he can do something for other people. Kevin's self-evaluation of his ability to do something based on suggestions from other people can be categorized as a source of self-efficacy, namely verbal persuasion. Kevin's character in this scene depicts Kevin as having a good and intelligent character, making Kevin accept suggestions from others and be able to think about what he should do.

25/VP/MER/01.12.49



Figure 4.11 Data Number 25, sources of self-efficacy

Kevin was given advice by someone he met at the park to do something good on Christmas Eve. Kevin's source of self-efficacy can be seen when he gets suggestions for himself to do good things

this Christmas Eve. Kevin then agreed and believed that he could do something good to make up for the mistakes he made. Even though Kevin is alone in New York City, Kevin believes that he can do something for other people. Kevin's self-evaluation of his ability to do something based on suggestions from other people can be categorized as a source of self-efficacy, namely verbal persuasion. Kevin's character in this scene depicts Kevin as having a good and intelligent character, making Kevin easy to accept suggestions from other people to do good.

2. Effects of self-efficacy analysis

a. Behavior

Individuals must always make decisions about what actions to take and how long these actions will last. Individuals tend to avoid activities and situations that are believed to be beyond their capabilities. Conversely, people will choose and carry out activities that they value and believe are capable of being carried out, so that only activities that they believe are capable of being carried out will be the choice. The result of this research can be seen from the analysis below:

2/ME/B/00.19.08



Figure 4.12 Data Number 2, Effect of self-efficacy

Kevin was separated from his family at the airport and he got on the wrong plane, the plane that was supposed to go to Florida but Kevin got on a plane headed for New York. After learning that he was separated from his family, Kevin didn't feel worried or afraid, he was happy and continued his Christmas vacation alone in New York City. The influence of self-efficacy on Kevin can be seen when he chooses to continue his Christmas holidays in New York even though he is alone without any of his family. Kevin has experienced loneliness and being away from his family but he was able to get through it. Kevin's source of self-efficacy, based on his experience, made an impact on Kevin's chosen actions, namely continuing his Christmas holidays in New York City alone.

Kevin's character in this scene depicts Kevin as having a brave character and having high confidence, making Kevin dare to make the decision that he can be in New York alone without his family.

14/ME/B/00.54.14



Figure 4.13 Data Number 14, Effect of self-efficacy

After learning that the two robbers were in New York, Kevin returned to the hotel and packed up his things and immediately ran away, leaving the hotel.

The influence of Kevin's self-efficacy on him can be seen when he is about to leave the hotel. Kevin met two robbers who had robbed his house and he caught them. Kevin felt that this time he did not have the ability to fight the two robbers because he was in New York City alone. Kevin's source of self-efficacy, based on his experience, made an impact on Kevin's chosen actions, namely leaving the place immediately to be safe from the two robbers who would catch him. Kevin's character in this scene depicts Kevin as a brave and intelligent character, making him think and act to leave the hotel to save himself.

3/VP/B/00.27.28



Figure 4.14 Data Number 3, Effect of self-efficacy

When Kevin finds out that the Hotel Plaza is the best hotel in New York from the broadcast on television he has ever watched, Kevin tries to get in and is about to book a room for himself. The effect of self-efficacy on Kevin can be seen when he takes the action to book a hotel room. After knowing the hotel plaza is the best hotel in New York and knowing how to book a room, Kevin did something a kid like Kevin shouldn't do. Kevin's actions include the effect of self-efficacy on him.

Kevin's character in this scene depicts Kevin as having a brave and intelligent character, making Kevin dare to try to call the hotel to book his own room.

b. Effort

Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise. When faced with difficulties, individuals who

are doubtful about their own abilities will reduce their efforts and give up easily. Whereas individuals who have high self-efficacy will expend great effort to overcome these obstacles or obstacles. The result of this research can be seen from the analysis below:

30/ME/E/01.15.51

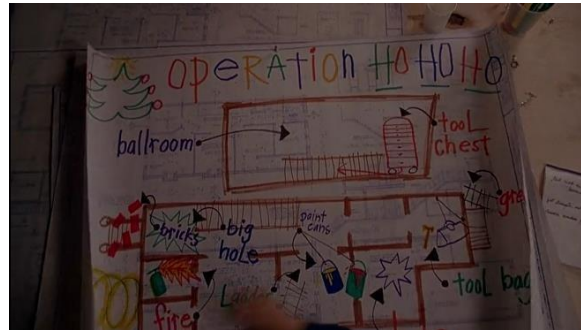


Figure 4.15 Data Number 30, Effect of self-efficacy

After successfully entering Uncle Robb's house, Kevin then made a strategy like he had before to catch the two robbers. The effect of self-efficacy on Kevin can be seen when he tries to come up with a strategy to catch the two robbers. Kevin decides to catch the two robbers like he used to do. Kevin's efforts were almost the same as what he had done at his home, namely by making a trap strategy, but this time he made it at Uncle Robb's house in New York. the extent to which Kevin's efforts to catch the two robbers are included in the effect of self-efficacy on Kevin.

Kevin's character in this scene depicts Kevin as having a character who is brave, smart, and has high self-confidence, making Kevin dare to try to make a trap strategy to catch two robbers.

31/ME/E/01.15.58



Figure 4.16 Data Number 31, Effect of self-efficacy

After the strategy he made was complete, Kevin collected items that could be used for traps. The effect of self-efficacy on Kevin can be seen from his efforts to catch the two robbers. After Kevin finished making the strategy he had drawn, Kevin began to take the next step. Kevin collects tools that he can use as a trap for the two robbers which he will set up in Uncle Robb's empty house. Kevin's source of self-efficacy, based on his experience, influences Kevin's choice of action, namely how far he tries to catch the two robbers. Kevin's effort is the effect of self-efficacy on Kevin.

Kevin's character in this scene depicts Kevin as having a character who is brave, smart, and has high self-confidence, making Kevin dare to try to make traps one by one to catch two robbers.

57/ME/E/01.41.42



Figure 4.17 Data Number 57, Effect of self-efficacy

After the two robbers fell into the trap he made, Kevin tried to report the incident to the police and he saved himself. The effect of Kevin's self-efficacy can be seen from his attempt to call the police to arrest two robbers who want to rob money at too. After all the traps he made and the two robbers fell into all of Kevin's traps, he called the police. Calling the police was the ultimate goal of all Kevin's efforts to catch the robber. Kevin's source of self-efficacy, based on his experience, made an impact on Kevin's efforts, namely how far he tried to set a trap until he finally called the police as Kevin's last effort.

Kevin's character in this scene depicts Kevin as having a brave and intelligent character, making Kevin dare to report the two robbers to the police.

4/VP/E/00.27.37



Figure 4.18 Data Number 4, Effect of self-efficacy

After knowing the hotel call center, Kevin will book a room for himself. The effect of self-efficacy on Kevin can be seen from Kevin's efforts to be able to book hotel rooms. Kevin knew that if he called to book a room he would not be able to because he was still small and the hotel would not allow it. Kevin is trying to find out how he can manage to book a room, he records his voice with his recording device which can change the voice like an adult's voice. After recording the voice, Kevin called the hotel with the recorded voice. Kevin's efforts include the effect of self-efficacy on him.

Kevin's character in this scene depicts Kevin as having a brave and intelligent character, making Kevin dare to try to call the hotel to book his own room.

26/VP/E/01.13.05



Figure 4.19 Data Number 26, Effect of self-efficacy

Kevin was given advice by someone he met at the park to do something good on Christmas Eve. The effect of self-efficacy on Kevin can be seen when he tries to do good things for others. After learning that the two robbers were going to rob money at the toy store, Kevin tried to find out how he could thwart the robbery. Kevin's efforts not only aim to thwart the robbery but also to catch the two robbers as he once did at home. Kevin's efforts are included in the effect of self-efficacy.

Kevin's character in this scene depicts Kevin as having a good and intelligent character, making Kevin accept suggestions from other people and be able to think about what he should do.

c. Mindset and Emotional Reaction

Individual assessment of abilities will influence mindsets and emotional reactions during interactions with the environment. Individuals who consider themselves incapable and imagine the

difficulties are greater than they really are. The wrong self-reference will create stress so that it can reduce the effectiveness of using abilities and result in the individual experiencing a loss of attention to make the best efforts in dealing with failure or something unwanted. The result of this research can be seen from the analysis below:

16/ME/MER/00.57.42



Figure 4.20 Data Number 16, Effect of self-efficacy

When he wanted to escape from the hotel, it turned out that the two robbers found Kevin from the back door and arrested Kevin. Kevin listens to the conversation between the two robbers who are about to commit a robbery at a toy store. The effect of self-efficacy on Kevin can be seen when he hears that the two robbers are going to rob a toy store at Christmas. The two robbers once robbed Kevin's house and he managed to catch the robber. after hearing this Kevin thought that the robbery had to be thwarted and he thought how he

could also arrest the two robbers. Kevin Kevin's mindset is the effect of self-efficacy on him.

Kevin's character in this scene depicts Kevin as a smart character and has high confidence, making Kevin think that he has to do something to thwart the plans of the two robbers.

27/ME/MER/01.14.56



Figure 4. 21 Data Number 27, Effect of self-efficacy

Kevin remembered the toy shop owner saying that the sales money would be donated to the children's hospital, then Kevin thought he had to thwart the robbery. The effect of self-efficacy on Kevin can be seen when he walks in front of the children's hospital. Kevin saw a child who was sick waving his hand to Kevin. Seeing this, Kevin remembered that the two robbers had planned to steal money from the toy store. Kevin then thought he had to thwart the plans of the two robbers, because Kevin knew all the money would be donated to a children's hospital, Kevin felt sorry for him and he would not

allow the money to be robbed. The mindset and emotional reactions shown by Kevin are the effects of self-efficacy on Kevin.

Kevin's character in this scene depicts Kevin as having a good character and having a high sense of wanting to help, making Kevin want to do good to children who are in the hospital.

25/VP/MER/01.12.49



Figure 4.22 Data Number 25, Effect of self-efficacy

Kevin was given advice by someone he met at the park to do something good on Christmas Eve. The effect of self-efficacy on Kevin can be seen when he gets advice from others. Kevin told the woman he met in the park that he had many problems including when he was separated from his family and arrived in New York City alone and met two robbers he had caught. the woman suggested that she could do good on this Christmas Eve to make up for her mistake. Hearing the woman's suggestion, Kevin thought and was sure he would catch the two robbers as a favor on Christmas Eve.

The mindset and emotional reactions shown by Kevin are the effects of self-efficacy on Kevin.

Kevin's character in this scene depicts Kevin as having a good and intelligent character, making Kevin easily accept suggestions from other people to do good.

B. Discussion

The researcher has found the data below from the film *Home Alone 2* which is the object of analysis to fulfill and answer the questions in the problem formulation attached to chapter I. This section focuses on discussing the dominant findings of the two problems. This study poses two research questions. The first discussion is about the source of self-efficacy for the main character in the film *Home Alone 2*. The second discussion is the effect of self-efficacy on the main character in the film *Home Alone 2*. Based on the data, there are 60 data collected in this study. Based on the results of research related to the sources of self-efficacy and the effects of self-efficacy in the film *Home Alone 2*, the following conclusions are obtained: for the first question, mastery experience is found to be dominant. There are 54 mastery experience data from the film *Home Alone 2*. As for the second question, effort in the effect of self-efficacy is found to be dominant. There are 45 effort data from *Home Alone 2*.

There are several sources of self-efficacy and effects on Kevin in *Home Alone 2*. Kevin is an 8 year old boy who has a high ability to solve

the problems he faces. In his second Christmas holiday, Kevin has the same problem as the previous Christmas holiday. On the early Christmas holidays, Kevin was left behind by his family at home alone, while this time he was separated from his family at the airport and made him a different plane. That's what makes Kevin's most dominant source of self-efficacy, namely mastery experience. Kevin encountered obstacles or problems that he had almost encountered before. For example when he was separated from his family and when he caught two robbers.

In general, a child of Kevin's age would be afraid to be alone in a city he had never visited and met two robbers who had robbed his house, but not Kevin. Kevin dared to make the decision to go through all the problems by himself. As in *Home Alone 2*, the source of Kevin's self-efficacy is clearly visible, namely Kevin's mastery experience as the main influence of self-efficacy. Kevin has the confidence to face all problems and obstacles because of his evaluation of the successes he has done before. The biggest obstacle was when Kevin had to catch two robbers who wanted to steal money from a toy store. Kevin has the decision to do this because he has succeeded in doing the same thing before. From several sources of self-efficacy, mastery experience is indeed the most influential in influencing one's self-efficacy. Mastery experience is what solves the first research problem.

When Kevin faces a problem and he believes that he is able to solve the problem or obstacle there is an effect on Kevin from the self-efficacy.

Kevin was able to get through these obstacles because mastery experience became Kevin's main source of self-efficacy because he had done success before. The most prominent effect of self-efficacy from Kevin is the effort he makes to achieve that success. As can be seen from the film *Home Alone 2*, there are a lot of efforts by Kevin when he is going to catch the two robbers. Kevin's efforts such as making arrest strategies and making many traps that he made at Uncle Robb's house in New York. There are several effects of self-efficacy, namely behavior, effort and mindset and emotional reaction. In *Home Alone 2*, the finding data from the most dominant self-efficacy effect is effort, namely the efforts made by Kevin to achieve success. According to Bandura 1999: Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise. This effort solves the second problem in this research. Kevin's high confidence because of his previous success, made the effort he put in very large to achieve the success he wanted.

CHAPTER V

CONCLUSIONS, IMPLICATIONS, AND SUGGESTIONS

This chapter consists of three parts, namely Conclusions, Implications, and Suggestions. In the first part, the conclusions, discusses the answers and results of the two problem formulations discussed in this study, What sources of self-efficacy are found from the main character in Home Alone 2, and How the effects of self-efficacy on the main character in Home Alone 2. The second part of this chapter is implications, which discusses the theoretical impact of this research on the topic *Sources of self-efficacy as found from the main character in Home Alone 2*.

A. CONCLUSIONS

The conclusion is a summary of the results of the research and discussion. This chapter is the conclusion of the data findings in chapter IV. This conclusion simultaneously answers the formulation of the problem that has been defined in the first chapter. Even though there are 4 sources of self-efficacy, the data found in Home Alone 2 are mastery experience and verbal persuasion. Mastery experience found there are 54 data out of 60 data in this study. Mastery experience is the most dominant data in Home Alone 2, because Kevin's belief in being able to face problems and obstacles comes from Kevin's self-evaluation, which has been successful before. While the second finding data is mostly verbal persuasion. This is evidenced by verbal persuasion data which found 6 out of 60 data in this study. Kevin's source of self-efficacy aside from

his experience, Kevin has also been helped by other people several times so that he can achieve his success. In the first problem formulation, mastery experience is the most dominant data. In the second problem formulation, the researcher found that the most dominant data in this study was Effort. This is evidenced by the discovery of 45 data on the effect of self-efficacy on Kevin. In Home Alone 2, Kevin shows a lot how the effort he puts in to achieve the success he wants is the effect of self-efficacy. Besides that the second most data is behavior. This is evidenced found 9 data out of 60 data in this study. In addition to the effort effect of self-efficacy on Kevin, it is also found in what actions Kevin took to achieve success. The last data found in this study is mindset and emotional reaction. Found 6 data out of 60 data in this study. The effect of self-efficacy on Kevin also affects Kevin's mindset and emotional reactions.

B. IMPLICATIONS

Regarding the findings and discussion of the results, it is possible for this research to have a practical impact on cross-cultural studies, literary studies, and studies related to the topic of self-efficacy. Because the main goal in this research is to understand the source of self-efficacy in a literary work. In essence, literary works can be used to understand a self-analysis, including self-efficacy. Based on these considerations, this research can contribute to the practical impact of analyzing the sources of self-efficacy in different ways and from different sources.

C. SUGGESTIONS

Based on the conclusions from the sources of self-efficacy found in Home Alone 2, the following suggestions can be drawn:

1. For students of English literature

The results of this study can be used as references related to self-efficacy.

The researcher hopes that later English literature students, especially those who focus on literature, will be more interested in studying and researching various things, especially those related to sources of self-efficacy and also their effects, such as the sources of self-efficacy found in the film Home Alone 2. This research is expected to provide motivation in the development of literature, especially film analysis.

2. For other researchers

This study focuses on analyzing the sources of self-efficacy found in Home Alone 2. For future researchers, it is hoped that this research can become a reference and be further developed by future researchers who wish to analyze self-efficacy.

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APPENDICES

APPENDICES

Appendix 1: Validator Sheet

VALIDATION SHEET

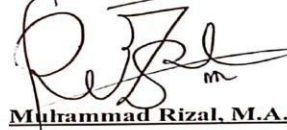
The thesis data titled “**SOURCES OF SELF-EFFICACY AS FOUND FROM THE MAIN CHARACTER IN *HOME ALONE 2* (1992)**” had been checked and validated by Muhammad Rizal, M.A., in:

Day : Tuesday


Date : March 21th, 2023


Surakarta, March 21th, 2023


Validator


A handwritten signature in black ink, appearing to read 'Rizal' with a stylized flourish and a small 'm' below it.


Muhammad Rizal, M.A.


NO	Visual Data	Coding	Sources of self-efficacy	Influence of self-efficacy	Explanation	Valid/Invalid
1.	 <p>The same incident as last year, Kevin angered his parents and had to sleep in the upstairs room alone, this was because he was judged to have caused trouble at the Merry Christmas event even though he was not the one who started the problem and made him not want to apologize for the problem because he felt he was not guilty.</p>	<p>1/ME/B/00.09.04</p> <p>1: Data Number ME : Mastery Experiences B: Behavior 00.09.04 :Time of the Scene</p>	Mastery Experiences	Behavior	<p>According to this scene, Kevin is having problems before the Christmas holidays and being punished like last year, the source of the problems Kevin is facing can be classified into Mastery Experience because Kevin has experienced it. This statement is supported by the statement by Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes</p> <p>While the effect of self-efficacy, Kevin chooses to stay alone and doesn't want to apologize. Behavior is one of the effect of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	Valid


2.	 <p>“I did it again” Kevin was separated from his family at the airport and he got on the wrong plane, the plane that was supposed to go to Florida but Kevin got on a plane headed for New York. After learning that he was separated from his family, Kevin didn't feel worried or afraid, he was happy and continued his Christmas vacation alone in New York City.</p>	2/ME/B/00.19.08 2: Data Number ME: Mastery Experiences B: Behavior 00.19.08: Time of the Scene	Mastery Experiences	Behavior	<p>According to this scene, Kevin is separated again from his family and he feels sure he can be alone in the city, the source of the problems Kevin is facing can be classified into Mastery Experience because Kevin had experienced being separated by his family before. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin chose to stay in the city and enjoy the Christmas holidays alone. Kevin's actions are included in behavior which is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	Valid
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3.	 <p>When Kevin finds out that the Hotel Plaza is the best hotel in New York from the broadcast on television he has ever watched, Kevin tries to get in and is about to book a room for himself.</p>	3/VP/B/00.27. 28	Verbal Persuasion	Behavior	<p>According to this scene, Kevin heard the broadcast on television about the Plaza hotel being the best hotel and how to book a room there, the source self-efficacy can be classified into Verbal Persuasion because he gets directions from other people. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.</p> <p>While the effect of self-efficacy, Kevin decided to try to book his own room. Kevin's actions are included in behavior which is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	Valid
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4.	 <p>He went to the best hotels in New York and tried to get a room with a tape recorder he brought so that he sounded like an adult.</p>	<p>4/VP/E/00.27.37</p> <p>4: Data Number VP: Verbal Persuasion E: Effort 00.27.37 :Time of the Scene</p>	Verbal Persuasion	Effort	<p>According to this scene, after knowing the hotel call center, Kevin will book a room for himself, the source self-efficacy can be classified into Verbal Persuasion because he gets directions from other people. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.</p> <p>While the effect of self-efficacy, Kevin decided to try to book a room by recording his voice so that it was as if his father had ordered it. Kevin's effort is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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5.	 <p>Kevin tried to call the receptionist to order 1 room with the facilities he needed, by playing the sound recording he had previously recorded.</p>	<p>5/VP/E/00.27.45</p> <p>5: Data Number VP: Verbal Persuasion E: Effort 00.27.45 :Time of the Scene</p>	Verbal Persuasion	Effort	<p>According to this scene, Kevin tried to call the Plaza hotel phone number that he got from the television show, the source self-efficacy can be classified into Verbal Persuasion because he gets directions from other people. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.</p> <p>While the effect of self-efficacy, Kevin tried to order with a pre-recorded voice so that the hotel believes that it was his father who ordered it. Effort is one of the effect of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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6.	 <p>Kevin “reservation McCallister”</p> <p>After calling the clerk to book a room, Kevin came to the reception to pay using his father's credit card and got the room key.</p>	6/ME/E/00.28.39 6: Data Number ME : Mastery Experiences E: Effort 00.28.39 :Time of the Scene	Mastery Experiences	Effort	<p>According to this scene, Kevin once did go to a shop alone and pay the cashier, and now he's trying to book a room, the source of the problems Kevin is facing can be classified into Mastery Experience because he's done it before. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tries to convince the hotel clerk that his father booked the room for him. Kevin's efforts include the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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7.	 <p>When Kevin was in the hotel room alone, it was heard that a hotel clerk wanted to enter the room to check the room. He quickly turned off the tv and stepped into the bathroom making an effort as if his father was taking a bath in the bathroom.</p>	<p>7/ME/B/00.36.05</p> <p>7: Data Number ME : Mastery Experiences B: Behavior 00.36.05 :Time of the Scene</p>	Mastery Experiences	Behavior	<p>According to this scene, Kevin was once alone at home and made his house as if he had a family so he was safe from bad people who wanted to enter, and now he is staying alone at a hotel and a hotel clerk wants to enter the room, the source of the problems Kevin is facing can be classified into Mastery Experience because Kevin has done it before. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin immediately acted with his behavior so that the hotel clerk did not know that he was the only one in the room. Kevin's actions are included in behavior which is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make</p>	Valid
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					decisions about what actions to take and how long these actions will last.	
8.	 <p>He made an image of his father with a balloon of a person on a rope and moved by it and played music so the officers thought that he was not alone in the hotel room, but with his father.</p>	<p>8/ME/E/00.37.22</p> <p>8: Data Number ME : Mastery Experiences E: Effort 00.37.22 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin is able to make it seem as if his father is in the room, the source of the problems Kevin is facing can be classified into Mastery Experience because Kevin has done it before. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin attempts to make a balloon doll to resemble his father and plays his uncle's voice recorder to trick the hotel clerk. Kevin's efforts include the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to</p>	Valid


					survive in the face of challenges or obstacles that arise.	
9.	 <p>Kevin opens his father's bag and finds a book containing the addresses of his brother, he sees Uncle Robb's address in New York and plans to go to him.</p>	<p>9/ME/MER00.38.35</p> <p>9: Data Number ME : Mastery Experiences MER: Mindset an Emotional Reaction 00.38.35 :Time of the Scene</p>	Mastery Experiences	Mindset and emotional reaction	<p>According to this scene, Kevin thinks of himself alone in New York and far from his family, the source of the problems Kevin is facing can be classified into Mastery Experience because he was once left alone at home. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin found his father's address book and found the address of Robb's uncle who lived in New York, then he thought he would meet Robb's uncle who was his family in New York. Mindset is the effects of self-efficacy.</p>	Valid


10.	 <p>The next day after the hotel clerk peeked at his father who was taking a bath, the officer apologized for his actions. Kevin smartly replied that his father was very angry and would not come to New York again. This was done by Kevin so that the officers believed that he was really with his father and not alone in the hotel.</p>	<p>10/ME/E/00.4 1.22</p> <p>10: Data Number ME : Mastery Experiences E: Effort 00.41.22 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, After successfully tricking the hotel clerk, Kevin met the hotel clerk and asked Kevin about his father, the source of the problems Kevin is facing can be classified into Mastery Experience. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin's attempt to answer as if his father was angry so that the officers continued to believe that he was not alone in the hotel. Effort is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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11.	 <p>He went to a toy store and bought some toys and then left. While outside the shop he encounters two robbers who wanted to rob his house last year. He immediately screamed loudly and then ran to save himself.</p>	<p>11/ME/E/00.5 1.10</p> <p>11: Data Number ME : Mastery Experiences E: Effort 00.51.10 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin is reunited with the two robbers who have been arrested, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tried not to be caught by the robber by shouting loudly. Effort is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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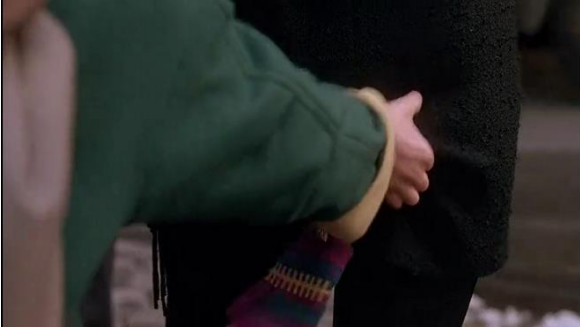
<p>12.</p>	 <p>Kevin runs to save himself from the two robbers, and sees a seller of accessories such as pearls and stops to buy them for the robber's trap.</p>	<p>12/ME/E/00/5 1.54</p> <p>12: Data Number ME : Mastery Experiences E: Effort 00.51.54 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin runs away from the pursuit of two robbers who will catch him, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin buys accessories such as pearls to be used as a trap, the efforts made by Kevin are included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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13.	 <p>Kevin stopped and scattered the pearl accessories on the road so that the robber would slip while crossing the road and he could escape from the robber's pursuit.</p>	<p>13/ME/E/00.5 2.20</p> <p>13:Data Number ME : Mastery Experiences E: Effort 00.52.20 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin saves himself from being chased by two robbers who want to catch him, the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin stopped spreading the accessories he bought as a trap so that the two robbers fell and stopped chasing him, the efforts made by Kevin were included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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14.	 <p>Aku sudah cukup liburan. Aku mau pulang.</p> <p>After learning that the two robbers were in New York, Kevin returned to the hotel and packed up his things and immediately ran away, leaving the hotel.</p>	<p>14/ME/B/00.5 4.14</p> <p>14: Data Number ME : Mastery Experiences B: Behavior 00.54.14 :Time of the Scene</p>	Mastery Experiences	Behavior	<p>According to this scene, Kevin returned to the hotel after learning that the two robbers were in New York and he had to save himself, the source of the problems Kevin is facing can be classified into Mastery Experience because he had experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin immediately packed up to leave the hotel to be safe from the two robbers. Choosing an action is one of the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	Valid
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15.	 <p>When Kevin was about to leave the hotel, the hotel found out that Kevin was using a credit card that was not his or credit card fraud, when the hotel clerk wanted to go in and arrest Kevin, he played the movie he had watched as if it were his parents talking.</p>	<p>15/ME/E/00.5 4.26</p> <p>15: Data Number ME : Mastery Experiences E: Effort 00.54.26 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin prevented hotel staff from going into the room and arrested him for committing credit card fraud, the source of the problems Kevin is facing can be classified into Mastery Experience because he had experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin rewound the film he had watched in which the film was a scene of ordering someone to leave by force, the efforts made by Kevin were included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is</p>	Valid
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					able to survive in the face of challenges or obstacles that arise.	
16.	 <p>Pada tengah malam, kami rampok Toko Mainan Duncan.</p> <p>When he wanted to escape from the hotel, it turned out that the two robbers found Kevin from the back door and arrested Kevin. Kevin listens to the conversation between the two robbers who are about to commit a robbery at a toy store.</p>	<p>16/ME/MER/0 0.57.42</p> <p>16: Data Number ME : Mastery Experiences MER: Mindset an Emotional Reaction 00.57.42 :Time of the Scene</p>	Mastery Experiences	Mindset and emotional reaction	<p>According to this scene, Kevin was caught by two robbers and heard that the two robbers would commit a robbery at a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he had experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, after hearing the robber's conversation, Kevin thought that this should not happen again. Mindset and emotional reactions are one of the effects of self-efficacy.</p>	Valid

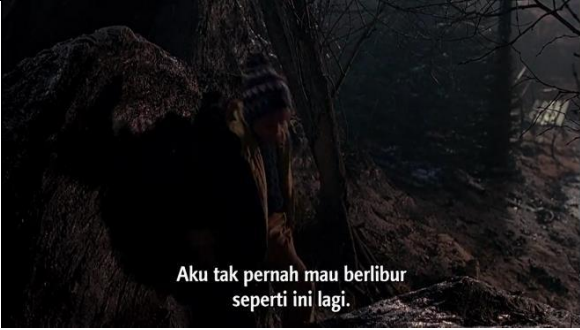

<p>17.</p>	 <p>When Kevin had been caught by the two robbers, Kevin tried to escape by pinching the buttocks of the woman in front of him and pointing at the two robbers as the perpetrators.</p>	<p>17/ME/E/00.5 8.25</p> <p>17: Data Number ME : Mastery Experiences E: Effort 00.58.25 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin must be able to escape and save himself from the two robbers, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin made an effort by pinching the buttocks of the woman in front of him as a trap. Kevin's efforts were included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>18.</p>	 <p>After the woman who was pinched in the buttocks got angry and slapped the two robbers, Kevin thanked the women and ran to save himself from the robbers.</p>	<p>18/ME/E/00.5 8.43</p> <p>18: Data Number ME : Mastery Experiences E: Effort 00.58.43 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to save himself from the two robbers who caught him, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin pinched a woman's buttocks and accused the robber of being the culprit, the efforts made by Kevin were included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>19.</p>	 <p>Kevin ran for his life and hid in a box behind the horse-drawn carriage.</p>	<p>19/ME/E/00.5 9.19</p> <p>19: Data Number ME : Mastery Experiences E: Effort 00.59.19 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to save himself from being chased by robbers, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin looked for a place to hide and he hid in a box behind the horse-drawn carriage, the efforts made by Kevin were included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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20.	 <p>After being free from the robbers' pursuit, Kevin went to Uncle Robb's house whose address was written in his father's address book to be safe from the robbers' pursuit.</p>	<p>20/ME/B/01.0 2.04</p> <p>20: Data Number ME : Mastery Experiences B: Behavior 01.02.04 :Time of the Scene</p>	Mastery Experiences	Behavior	<p>According to this scene, Kevin must find a safe place from the two robbers, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin chooses to find the address of Robb's uncle's house so he can live together and be safe from the two robbers who are chasing him. Kevin's actions are the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	Valid
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21.	 <p>Kevin came to Uncle Robb's house but the house was empty, then he went and found the atmosphere scary for him who was still 8 years old, then he stopped a taxi to leave the place.</p>	<p>21/ME/B/01.0 2.45</p> <p>21: Data Number ME : Mastery Experiences B: Behavior 01.02.45 :Time of the Scene</p>	Mastery Experiences	Behavior	<p>According to this scene, Kevin did not find uncle Robb and met scary people, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin chose to leave the place and stop a passing taxi. Kevin's actions are included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	Valid
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22.	 <p>Aku tak pernah mau berlibur seperti ini lagi.</p> <p>After finding Uncle Robb's house empty, and the neighborhood unsafe, Kevin ran and then he looked for a place for him to rest for a bit.</p>	22/ME/MER/01.04.31 22: Data Number ME : Mastery Experiences MER: Mindset an Emotional Reaction 00.59.19 :Time of the Scene	Mastery Experiences	Mindset and emotional reaction	<p>According to this scene, Kevin is scared and confused about where to go and what to do, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin felt tired and thought he didn't want to go on vacation alone, he wanted to meet his family. Mindset and emotional reactions are the effects of self-efficacy.</p>	Valid
23.		23/ME/B/01.05.51 23: Data Number ME : Mastery Experiences B: Behavior	Mastery Experiences	Behavior	<p>According to this scene, Kevin saw someone scary in a deserted garden, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery</p>	Valid


	<p>During recess Kevin saw many birds there, then a female figure appeared with her birds, Kevin immediately screamed because he was afraid that he was a bad and scary person like the one he had met before.</p>	<p>01.05.51 :Time of the Scene</p>			<p>experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin took the action of screaming and running away from the person thinking the person was evil. Kevin's actions are included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	
24.	 <p>Kevin ran away from the bird woman, but he stopped and then turned back when he</p>	<p>24/ME/MER/01.07.46</p> <p>24: Data Number ME : Mastery Experiences MER: Mindset and Emotional Reaction 01.07.46 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Mindset and emotional reaction</p>	<p>According to this scene, Kevin saw someone scary in a deserted garden, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most</p>	<p>Valid</p>

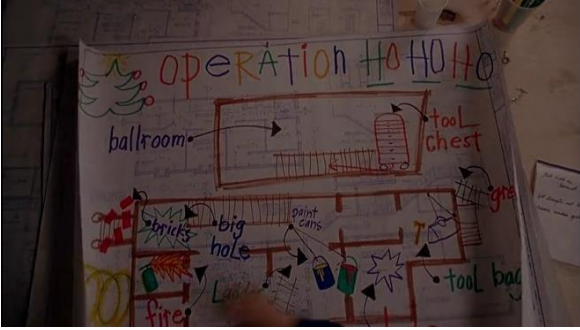
	found that she was not chasing him. He apologized for his behavior of shouting loudly in front of the woman.				<p>authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, after Kevin knew the person was nice, Kevin thought about going back and apologizing because he had shouted and offered hot chocolate. Mindset includes the effects of self-efficacy.</p>	
25.	 <p>Kevin told the woman the problem she was facing and then the woman gave advice on doing good on Christmas Eve.</p>	<p>25/VP/MER/0 1.12.49</p> <p>25: Data Number VP: Verbal Persuasion MER : Mindset and Emotional Reaction 01.12.49 :Time of the Scene</p>	Verbal persuasion	Mindset and Emotional Reaction	<p>According to this scene, Kevin was given advice by someone he met at the park to do something good on Christmas Eve, the source of self-efficacy can be classified into Verbal Persuasion because he gets directions from other people. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.</p> <p>While the effect of self-efficacy, Kevin thought that he had to do something good to erase the</p>	Valid


					mistakes he made. Mindset includes the effects of self-efficacy.	
26.	 <p>After getting advice from the woman, Kevin thought he should do good by catching the two robbers as he had caught them before.</p>	<p>26/VP/E/01.13 .05</p> <p>26:Data Number VP: Verbal Persuasion E: Effort 01.13.05 :Time of the Scene</p>	Verbal persuasion	Effort	<p>According to this scene, Kevin was given advice by someone he met at the park to do something good on Christmas Eve, the source of self-efficacy can be classified into Verbal Persuasion because he gets directions from other people. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.</p> <p>While the effect of self-efficacy, Kevin is trying to do good by catching two muggers on Christmas Eve. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid


27.	 <p data-bbox="296 662 871 878">Kevin left the woman and met the children who were in the hospital. Kevin remembered the toy shop owner saying that the sales money would be donated to the children's hospital, then Kevin thought he had to thwart the robbery.</p>	<p data-bbox="894 303 1098 375">27/ME/MER/0 1.14.56</p> <p data-bbox="894 415 1079 721">27: Data Number ME : Mastery Experiences MER: Mindset and Emotional Reaction 01.14.56 :Time of the Scene</p>	Mastery Experiences	Mindset and emotional reaction	<p data-bbox="1461 303 1923 846">According to this scene, Kevin has to catch two robbers who will steal money where the money will be donated to the hospital, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p data-bbox="1461 886 1923 1099">While the effect of self-efficacy, Kevin thinks about how he can catch the two robbers while he is alone in New York. Mindset and emotional reactions are one of the effects of self-efficacy.</p>	Valid
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<p>28.</p>	 <p>Kevin runs towards Uncle Robb's empty house to come up with a strategy to thwart the plan and catch the two robbers.</p>	<p>28/ME/B/01.1 5.11</p> <p>28: Data Number ME: Mastery Experiences B: Behavior 01.15.11 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Behavior</p>	<p>According to this scene, Kevin has to catch two robbers who have been caught before, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin chose to go to Uncle Robb's empty house as a first step. Kevin's actions are the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, individuals must always make decisions about what actions to take and how long these actions will last.</p>	<p>Valid</p>
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<p>29.</p>	 <p>Uncle Robb's house is empty and locked, but Kevin has many ways and attempts to get into Uncle Robb's house, by going through the tunnel.</p>	<p>29/ME/E/01.1 5.33</p> <p>29: Data Number ME: Mastery Experiences E: Effort 01.15.33 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tries to get into Uncle Robb's house which is locked by going through the tunnel. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>30.</p>	 <p>After successfully entering Uncle Robb's house, Kevin then made a strategy like he had before to catch the two robbers.</p>	<p>30/ME/E/01.1 5.51</p> <p>30: Data Number ME: Mastery Experiences E: Effort 01.15.51 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tries to make a strategy used to catch the robber. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>31.</p>	 <p>After the strategy he made was complete, Kevin collected items that could be used for traps.</p>	<p>31/ME/E/01.1 5.58</p> <p>31: Data Number ME: Mastery Experiences E: Effort 01.15.58 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tries to find a tool to use for the trap. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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32.	 <p>Kevin made a trap by spraying a slippery liquid so that the robber would slip.</p>	<p>32/ME/E/01.1 6.06</p> <p>32: Data Number ME: Mastery Experiences E: Effort 01.16.06 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin made a trap by spraying slippery liquid on the floor. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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33.	 <p data-bbox="296 662 779 732">After squirting the slick liquid, Kevin conducts electricity for the next trap.</p>	<p data-bbox="894 303 1079 375">33/ME/E/01.1 6.13</p> <p data-bbox="894 415 1079 654">33: Data Number ME: Mastery Experiences E: Effort 01.16.13 :Time of the Scene</p>	Mastery Experiences	Effort	<p data-bbox="1457 303 1925 849">According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p data-bbox="1457 927 1925 1323">While the effect of self-efficacy, Kevin conducts electricity for the next trap. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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<p>34.</p>	 <p>Kevin smeared the ladder with a slippery liquid so that the robber would fall when he was going to use it.</p>	<p>34/ME/E/01.1 6.27</p> <p>34: Data Number ME: Mastery Experiences E: Effort 01.16.27 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin smeared the ladder with a slippery liquid so that the robber would fall when he was going to use it. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>35.</p>	 <p>Kevin poured the flammable liquid into the closet as the next trap.</p>	<p>35/ME/E/01.1 6.33</p> <p>35: Data Number ME: Mastery Experiences E: Effort 01.16.33 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin poured the flammable liquid into the closet as the next trap. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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36.	 <p>Kevin sawed off some of the ladder wood he was going to use and the robber's access to go up.</p>	<p>36/ME/E/01.1 6.40</p> <p>36: Data Number ME: Mastery Experiences E: Effort 01.16.40 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin sawed off some of the ladder wood he was going to use and the robber's access to go up. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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37.	 <p>Kevin made the next trap by extending the rope down with a weight like cement powder in a sack.</p>	<p>37/ME/E/01.1 6.43</p> <p>36: Data Number ME: Mastery Experiences E: Effort 01.16.43 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin made the next trap by extending the rope down with a weight like cement powder in a sack. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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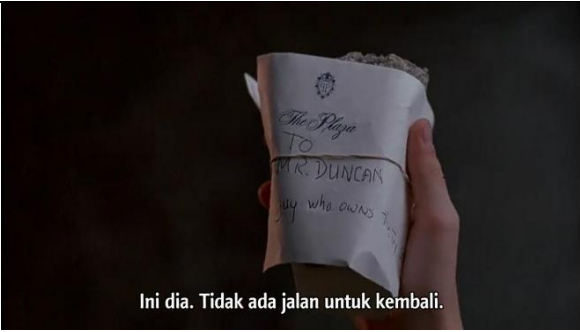
<p>38.</p>	 <p>Next Kevin dipped the rope into the flammable liquid for the next trap.</p>	<p>38/ME/E/01.1 6.52</p> <p>38: Data Number ME: Mastery Experiences E: Effort 01.16.52 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin dipped the rope into the flammable liquid for the next trap. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>39.</p>	 <p>Kevin let go and moved the wooden floor in front of the door, so that when the robbers entered he would fall down.</p>	<p>39/ME/E/01.1 6.58</p> <p>39: Data Number ME: Mastery Experiences E: Effort 01.16.58 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin let go and moved the wooden floor in front of the door, so that when the robbers entered he would fall down. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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40.	 <p>After all the traps at Uncle Robb's house were finished, Kevin went to the toy store to start his business to save money at the toy store.</p>	<p>40/ME/E/01.1 7.16</p> <p>40: Data Number ME: Mastery Experiences E: Effort 01.17.16 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin went to the toy store to start his business to save money at the toy store. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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41.	 <p>After arriving at the toy store and seeing the robber in action, Kevin set a trap again in front of the toy store.</p>	<p>41/ME/E/01.2 0.29</p> <p>41: Data Number ME: Mastery Experiences E: Effort 01.20.29 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin set a trap again in front of the toy store. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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42.	 <p>After the trap had been made, he then called the robber who had stolen some of the toy store's money and took a picture of it, which shocked the two robbers.</p>	<p>42/ME/E/01.2 0.48</p> <p>42: Data Number ME: Mastery Experiences E: Effort 01.20.48 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin then called the robber who had stolen some of the toy store's money and took a picture of it. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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43.	 <p>In order to save the toy shop money, Kevin had to break the glass of the toy shop with a rock to make it known that there was a robbery in the shop, but he also wrote an apology to the shop owner because the shop glass was broken.</p>	<p>43/ME/E/01.2 0.59</p> <p>43: Data Number ME: Mastery Experiences E: Effort 01.20.59 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin had to break the glass of the toy shop with a rock to make it known that there was a robbery in the shop. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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44.	 <p>The two robbers then chased Kevin, Kevin ran to Uncle Robb's house where he had prepared many traps for the two robbers.</p>	<p>44/ME/E/01.2 1.54</p> <p>44: Data Number ME: Mastery Experiences E: Effort 01.21.54 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin ran to Uncle Robb's house where he had prepared many traps for the two robbers. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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45.	 <p>Kevin “I’m here, come and catch me” As the two robbers searched for Kevin, he then summoned the robber from above so that the robber would fall into a trap ,the trap he had made.</p>	<p>45/ME/E/01.2 2.51</p> <p>45: Data Number ME: Mastery Experiences E: Effort 01.22.51 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, he then summoned the robber from above so that the robber would fall into a trap. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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46.	 <p>The two robbers tried to deceive Kevin, if Kevin handed over his camera and photos he would let go and not chase him anymore. Kevin responded by agreeing but he threw a brick instead of the camera because he's not that stupid to be lied to.</p>	<p>46/ME/E/01.2 3.05</p> <p>46: Data Number ME: Mastery Experiences E: Effort 01.23.05 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin throws a brick and hits the robber's head. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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47.	 <p>Kevin threw the bricks at the robber many times and made the two robbers angry and came into the house to catch him.</p>	<p>47/ME/E/01.2 4.09</p> <p>47: Data Number ME: Mastery Experiences E: Effort 01.24.09 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin throws a brick and hits the robber's head again. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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<p>48.</p>	 <p>After the robber was about to enter the house, Kevin prepared his first trap at the door.</p>	<p>48/ME/E/01.2 9.02</p> <p>48: Data Number ME: Mastery Experiences E: Effort 01.29.02 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin prepared his first trap at the door. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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<p>49.</p>	 <p>Furthermore, Kevin turned on the electricity so that the robber was electrocuted while holding the iron that was electrified.</p>	<p>49/ME/E/01.3 1.37</p> <p>49: Data Number ME: Mastery Experiences E: Effort 01.31.37 :Time of the Scene</p>	<p>Mastery Experiences</p>	<p>Effort</p>	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin turned on the electricity so that the robber was electrocuted while holding the iron that was electrified. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	<p>Valid</p>
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50.	 <p>Hei! Kenapa kalian tidak pakai tangga?</p> <p>After the two robbers had entered the trap, Kevin tried to attract the robber's attention to climb the stairs he had saw before.</p>	<p>50/ME/E/01.3 5.56</p> <p>50: Data Number ME: Mastery Experiences E: Effort 01.35.56 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tried to attract the robber's attention to climb the stairs he had saw before. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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51.	 <p>When the two robbers were going up the stairs, the robbers knew there would be a trap and then the robbers pretended to be caught in the trap. But Kevin was smart and set the next trap and hit the spot.</p>	<p>51/ME/E/01.3 6.42</p> <p>51: Data Number ME: Mastery Experiences E: Effort 01.36.42 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin threw the wood that was on the rope so that it hit the two robbers who were going up the stairs. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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52.	 <p data-bbox="296 662 846 768">After the robber was caught in a trap while climbing the stairs, Kevin cut the wooden rope and fell on the two robbers.</p>	<p data-bbox="894 306 1083 375">52/ME/E/01.3 6.57</p> <p data-bbox="894 415 1083 654">52: Data Number ME: Mastery Experiences E: Effort 01.36.57 :Time of the Scene</p>	Mastery Experiences	Effort	<p data-bbox="1461 306 1923 849">According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p data-bbox="1461 889 1923 1287">While the effect of self-efficacy, Kevin cut the wooden rope and fell on the two robbers. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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53.	 <p>After the trap on the stairs, Kevin prepared the next trap, which was to prepare a cupboard which he would push from top to bottom.</p>	<p>53/ME/E/01.3 7.27</p> <p>53: Data Number ME: Mastery Experiences E: Effort 01.37.27 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin prepared the next trap, which was to prepare a cupboard which he would push from top to bottom. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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54.	 <p>Kevin “hey, you guys give up?” After Kevin prepared the wardrobe, Kevin tried to attract the attention of the two robbers to chase him and fall into his trap.</p>	<p>54/ME/E/01.3 7.39</p> <p>54: Data Number ME: Mastery Experiences E: Effort 01.37.39 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tried to attract the attention of the two robbers to chase him and fall into his trap. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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55.	 <p>After the two robbers fell into the trap, Kevin then went down using a rope attached to the pole above.</p>	<p>55/ME/E/01.3 9.18</p> <p>55: Data Number ME: Mastery Experiences E: Effort 01.39.18 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin then went down using a rope attached to the pole above. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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56.	 <p>After knowing that Kevin was going down, then the two robbers were still able to catch up with Kevin and went down with a rope too, it turned out that Kevin had smeared the rope with a flammable liquid. When the two robbers got down, Kevin burned the rope from below.</p>	<p>56/ME/E/01.4 0.40</p> <p>56: Data Number ME: Mastery Experiences E: Effort 01.40.40 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin had smeared the rope with a flammable liquid. When the two robbers got down, Kevin burned the rope from below. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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57.	 <p>Kevin “two guys who robbed Duncan’s Toy chest are in the park. Central park west, 95th street. Look for fieworks. Hurry, the got a gun”</p> <p>After the two robbers fell into the trap he made, Kevin tried to report the incident to the police and he saved himself.</p>	<p>57/ME/E/01.4 1.42</p> <p>57: Data Number ME: Mastery Experiences E: Effort 01.41.42 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin tried to report the incident to the police and he saved himself. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid
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58.	 <p>Kevin “I’m down here. Better come and get me before I call the cops”</p> <p>After Kevin called the police, he summoned the two robbers to chase him to a place where he would set off fireworks as a sign of the whereabouts of the two robbers.</p>	<p>58/ME/E/01.4 1.57</p> <p>58: Data Number ME: Mastery Experiences E: Effort 01.41.57 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, After Kevin called the police, he summoned the two robbers to chase him to a place where he would set off fireworks as a sign of the whereabouts of the two robbers. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the</p>	Valid
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					face of challenges or obstacles that arise.	
59.	 <p>Kevin ran to save himself from the pursuit of two robbers, but he fell and was caught by the two robbers. Kevin was taken to a park where the bird woman was, Kevin was assisted by the bird woman and was able to run to save herself.</p>	<p>59/VP/E/01.41 .41</p> <p>59: Data Number VP: Verbal Persuasion E: Effort 01.41.41 :Time of the Scene</p>	Verbal persuasion	Effort	<p>According to this scene, Kevin was directed and assisted by woman who were in the park to escape, the source self-efficacy can be classified into Verbal Persuasion because he gets directions from other people. This statement is supported by the statement of Bandura (1997) that, individuals are directed with suggestions, advice and guidance so that they can increase their beliefs about the abilities they have that can help achieve the desired goals.</p> <p>While the effect of self-efficacy, Kevin broke away from the two robbers and ran for his life. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to survive in the face of challenges or obstacles that arise.</p>	Valid

60.	 <p>After Kevin is free from pursuit, Kevin lights the fireworks he bought at the toy store as a sign for the police to find the two robbers and be able to catch them as Kevin's last mission.</p>	<p>60/ME/E/01.4 3/39</p> <p>60: Data Number ME: Mastery Experiences E: Effort 01.43.39 :Time of the Scene</p>	Mastery Experiences	Effort	<p>According to this scene, Kevin has to catch two robbers who want to steal money in a toy store, the source of the problems Kevin is facing can be classified into Mastery Experience because he has experienced it. This statement is supported by the statement of Bandura (1997) that, Mastery experience are the most influential sources of efficacy information because they provide the most authentic evidence of whether one can muster whatever it takes to successes.</p> <p>While the effect of self-efficacy, Kevin lights the fireworks he bought at the toy store as a sign for the police to find the two robbers and be able to catch them as Kevin's last mission. The effort made is included in the effects of self-efficacy. This statement is supported by the statement of Bandura (1999) that, Self-efficacy will also determine how much effort will be made and how long the individual is able to</p>	Valid
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					survive in the face of challenges or obstacles that arise.	
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