

**ANTHROPOMORPHISM AND ANIMAL SYMBOLISM IN  
KOREAN VARIETY SHOW “*RUNNING MAN*”: THE  
ANIMATED VERSION**

**A Thesis Presented as a Partial Fulfillment of the Requirements for the Degree  
of *Sarjana Sastra* in the English Study Program**



**ENGLISH STUDY PROGRAM  
FACULTY OF LANGUAGE AND ARTS  
SOEGIJAPRANATA CATHOLIC UNIVERSITY  
SEMARANG**

**2021**

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FACULTY OF LANGUAGE AND ARTS  
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"Running Man": The Animated Version

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Novia Trivena S.

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Sincerely,



Novia Triviana Silviani

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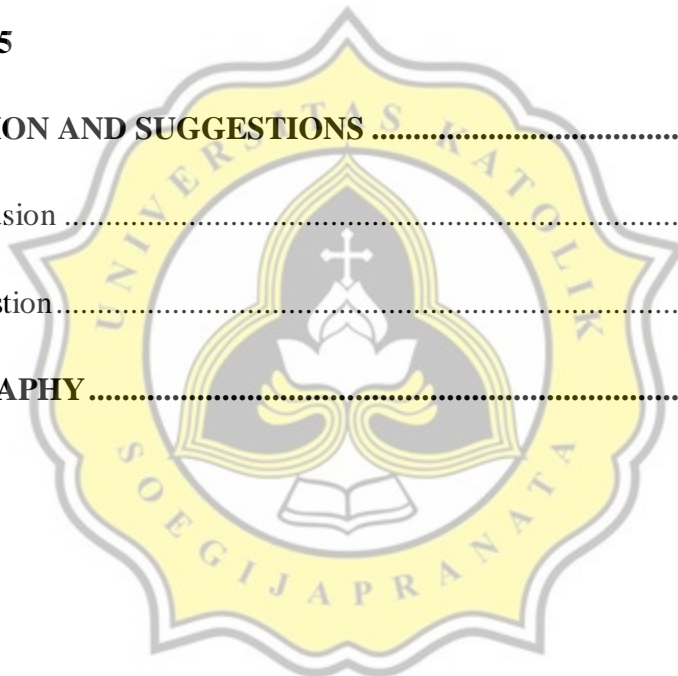
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## ABSTRACT

A variety show is one of the Korean pop cultures that is well known in Indonesia, one of those is, *Running Man*. It has an animated story version of animalistic humanlike characters. The objective of this study is to reveal the behaviors of animals that are blended with humanlike characteristics in *Running Man*, the animated series. The qualitative method is used to collect the data. Animal behaviors are found in the characters: Liu the agile grasshopper, Kuga the strong tiger, Lonky the tallest giraffe, Miyo the agile cat, Gai the agile monkey, Popo the slow penguin, and Pala the sharp-nosed impala. Humanlike behaviors are also found in the characters. Liu is an excellent strategy planner and great leader, Kuga is competitive and temperamental, Lonky is shifty and chatty, Miyo is fierce, Gai is romantic, Popo is narcissistic and grumpy, and Pala is smart. From the characters, animal symbolism is found based on the anthropomorphism in the series. Liu symbolizes wisdom; Kuga symbolizes strength; Lonky symbolizes cunning; Miyo symbolizes emancipation; Gai symbolizes romantic; Popo symbolizes childishness, and Pala symbolizes knowledge.

**Keywords:** anthropomorphism, animal symbolism, running man animated version



## ABSTRAK

Acara ragam adalah salah satu budaya pop Korea yang terkenal di Indonesia, contohnya *Running Man* yang sangat terkenal. *Running Man* memiliki versi animasi dengan hewan-hewan yang bertingkah laku seperti manusia sebagai karakternya. Tujuan dari penelitian ini adalah untuk menunjukkan tingkah laku hewan yang bercampur dengan karakteristik seperti manusia pada *Running Man* versi animasi. Penulis menggunakan metode kualitatif untuk mengumpulkan data. Tingkah laku hewan ditemukan pada karakter, mereka adalah; Liu si belalang gesit, Kuga si harimau kuat, Lonky si jerapah yang paling tinggi, Miyo si kucing gesit, Gai si monyet gesit, Popo si penguin lamban, dan Pala yang memiliki penciuman tajam. Tingkah laku seperti manusia juga ditemukan pada para karakter. Liu adalah pembuat strategi yang sangat baik dan pemimpin hebat, Kuga yang kompetitif dan temperamental, Lonky yang licik dan cerewet, Miyo yang galak, Gai si romantic, Popo yang narsis dan pemarah, dan Pala yang pintar. Dari karakter tersebut, simbolisme hewan ditemukan berdasarkan anthropomorfisme dari series. Liu disimbolkan sebagai kebijaksanaan, Kuga menyimbolkan kekuatan, Lonky menyimbolkan kelicikan, Miyo disimbolkan sebagai emansipasi, Gai disimbolkan sebagai keromantisan, Popo menyimbolkan kekanakan, dan Pala disimbolkan sebagai pengetahuan.

**Kata kunci:** antropomorfisme, simbolisme hewan, *running man* versi animasi