

## CHAPTER 4

### DATA ANALYSIS

In this chapter, the writer answers three questions from problem formulation. The questions are; what the imagined behaviors of animals that are blended with humanlike characteristics in *Running Man*, the animated series are; what anthropomorphism, attributions of human mental states such as thoughts, feelings, motivations, and beliefs to the animals in *Running Man*, the animated series is and what are the animal symbolism in the *Running Man*, the animated series.

#### 4.1 The Imagined Behaviors of Animals Blended with Humanlike Characteristics in *Running Man*, the Animated Series

The data collected show that seven characters are analyzed, they are Liu the grasshopper, Kuga the tiger, Lonky the giraffe, Miyo the cat, Gai the monkey, Popo the penguin, Pala the impala.

| THE CHARACTERS    | IMAGINED ANIMAL BEHAVIOUR |
|-------------------|---------------------------|
| Liu (grasshopper) | Agile                     |
| Kuga (tiger)      | Strong                    |
| Lonky (giraffe)   | The tallest               |
| Miyo (cat)        | Agile                     |

|                |                                     |
|----------------|-------------------------------------|
| Gai (monkey)   | Agile                               |
| Popo (penguin) | Slow                                |
| Pala (impala)  | Slow because of his age, sharp nose |

#### 4.1.1 Grasshopper (Liu)

Liu is a grasshopper, so he has a small body compared to the other members of *Running Man*. His small body makes Liu become agile. He can easily jump and move (Studios, n.d.). Since the first episode, there were some scenes when Liu showed his agility. Such as the scene when Liu was on his way to the arena of the *Running Man* championship in the first episode. He jumps and moves from one place to another place easily (Lee, 2018b).



Figure 4.1 Liu, the grasshopper

Source:

<http://locusanimation.com/project/runningman/?lang=en>

The other scene is in the second episode when Liu has almost reached the finish line from the opening game. Liu jumps and moves to the higher place to see the finish line and immediately goes to the finish line (Lee, 2018c). Again, another scene showing Liu's agility is in the sixth episode. The scene begins when Liu and Pala are searching for marbles together (Lee, 2018g).

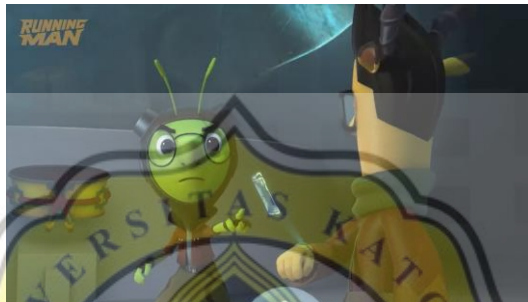


Figure 4.2 when Liu notices that Kuga is coming (Lee, 2018g)

The figure above is showing when Liu notices that Kuga is coming closer to them. Then he decides to leave first to escaping from Kuga.



Figure 4.3 when Pala realizes that Liu left him (Lee, 2018g)

Figure 4.3 shows Pala who realizes that Liu left him alone.



Figure 4.4 Liu jumps to higher place (Lee, 2018g)

Then figure 4.4 shows Liu is jumping to a higher place to escape from Kuga.

#### 4.1.2 Tiger (Kuga)

The tiger named Kuga is the strongest character in the series. Just like the real tiger that is physically strong and scary, Kuga's appearance makes the other members scared of him. He joins the *Running Man* competition to test how strong his power is in the bigger world. Kuga's superpower is his hand blast. Hand blast is a superpower that comes from Kuga's hand, where the power is centered in his punch.

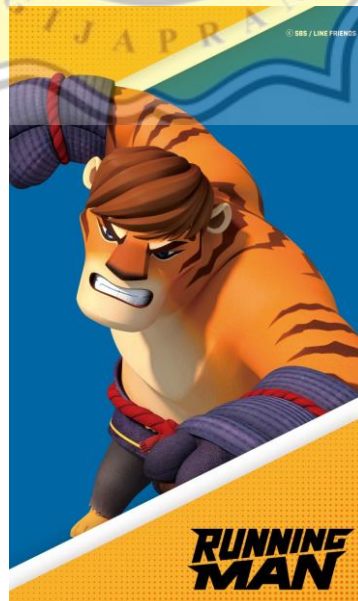


Figure 4.5 Kuga, the tiger

Source:

<http://locusanimation.com/project/runningman/?lang=en>

Some scenes show Kuga's superpower. One of them is in the second episode. It happens when all the members are on their way to the finish point. Suddenly, Kuga breaks a road with his hand blast (Lee, 2018c). Another scene that shows Kuga's hand blast is in the third episode. Kuga shows his hand blast because Lonky keeps provokes and laughs at Kuga for using Lonky high heels in the first game and it makes Kuga angry. So Kuga goes to Lonky and gives Lonky his hand blast (Lee, 2018d).



Figure 4.6 Lonky laughs at Kuga (Lee, 2018d)

Figure 4.6 shows Lonky laughs at Kuga since Kuga is in last place in the first game.



Figure 4.7 Kuga is angry to Lonky (Lee, 2018d)

Lonky keeps provoking Kuga, even though he knows that Kuga is angry as shown in figure 4.7.



### 4.1.3 Giraffe (Lonky)

Lonky is the tallest among the *Running Man* members, because of his long neck, leg, and arm. With his long neck, arm, and leg, Lonky use them to survive in the ‘Running Man Championship’. Some scenes in the series show Lonky uses his long neck, arm, and leg.



Figure 4.8 Lonky, the giraffe  
Source:

<http://locusanimation.com/project/runningman/?lang=en>

A scene from the second episode is an example. A scene when Kuga tries to punish Lonky for high heels accident. Lonky uses his long arm, to lengthen it to exchange his stick and Kuga’s stick so that he can win the first game (Lee, 2018c). The other scene that shows Lonky uses his long arm is in the sixth episode when they play the bell hunter game. Kuga, as the winner of the previous game becomes the hunter, also, has to hide seven marbles before the game is starting. Meanwhile, the other members have to find the hidden marbles, and they

have not caught by Kuga. The scene happens after Kuga eliminated Gai from the game. In the last seconds, before Gai is out of the arena, he tries to give his marbles to Miyo. However, Lonky snatches the marbles using his long arms (Lee, 2018g).

#### 4.1.4 Cat (Miyo)

The only female character in the series is Miyo the cat. Miyo is represented as agile, just like a real cat. One of those scenes is in the fifth episode. Miyo with her agility catches the marble that fell during the fight between Kuga and Liu in the bell hunter game.



Figure 4.9 Miyo, the cat

Source:

<http://locusanimation.com/project/runningman/?lang=en>

Here, in this game, Kuga becomes the hunter of the members and he has to hide seven marbles, while the other members have to find the hidden marbles and

not caught by Kuga. Then, Miyo manages to protect the marble from Kuga although, in the end, Miyo loses the marble to Lonky. The other scene showing Miyo's agility is in the sixth episode when Miyo tries to escape from Kuga and makes Kuga almost out of the game.

#### 4.1.5 Monkey (Gai)

Gai has the agility to finish the mission in the series. Gai showed his agility from the very first episode. Gai is a monkey, so he has the ideal body to be agile. Since the first episode, some scenes show Gai's agility like the scene when all of the members in the opening game try to become the fastest to reach the finish point.



Figure 4.10 Gai, the monkey

Source:

<http://locusanimation.com/project/runningman/?lang=en>

The scene shows that Gai can run easily, he can even jump too (Lee, 2018b). The other scene that shows Gai's agility is in the tenth episode. In the scene, Gai has to fight Kuga in the battle of a superpower. They fight each other



to get one of their emblems. Gai is lost from Kuga in the end, yet Kuga still admits Gai's agility in that scene (Lee, 2018a).



Figure 4.11 Gai and Kuga fight each other (Lee, 2018a)

Figure 4.11 shows Gai and Kuga fight each other to decide the winner of the superpowers battle.

#### **4.1.6 Penguin (Popo)**

This penguin character is the shortest member. Because of his small body, he has small legs and the short steps make him slow when running. A scene that shows it is in the second episode. It happens when all the members are on their way to the finish point.



Figure 4.12 Popo, the penguin

Source:

<http://locusanimation.com/project/runningman/?lang=en>

In the scene, it shows that Popo is running at his full speed. Yet, his speed is not that fast compared with the other members' speed, whose legs are longer (Lee, 2018c).



Figure 4.13 Popo is brought by Lonky to escape from the other members (Lee, 2018a)

In the tenth episode, there is a scene that shows Popo is brought by Lonky, so they can escape faster from the other members as shown in figure 4.13 (Lee, 2018a).

#### 4.1.7 Impala (Pala)

Pala the impala is the oldest member in *Running Man*, the animated version. Pala is weak, but when needed, he can be strong by taking a potion. Pala also has a sharp nose. It is shown in some scenes in the series.



One of the examples is in the third episode when the MC introduces the participant of 'Running Man Championship'. The members are in chaos since there is a fight between Kuga and Lonky (Lee, 2018d). Figure 4.15 shows Pala who is sniffing if there is a plant around him.



Figure 4.15 Pala sniffs that there is plant near him (Lee, 2018d)

Meanwhile, figure 4.16 shows Miyo looks confused about what Pala is doing. Pala is trying to take out the plant he found.

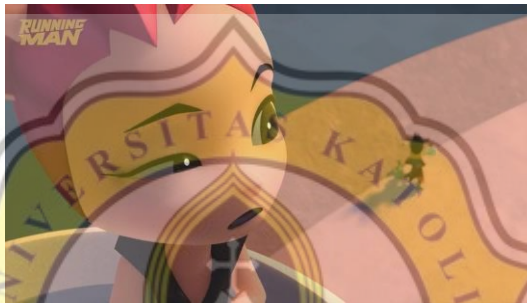


Figure 4.16 Pala tries to take out the plant, and is looked by Miyo (Lee, 2018d)

Finally, Pala realizes that the members are in chaos as shown in figure 4.17 below.



Figure 4.17 when Pala realizes that the other members are in chaos (Lee, 2018d)

However, Pala is not chaotic like the other members. He sniffed with his sharp nose and find a plant to make a potion that helps him become faster, and stronger (Lee, 2018d). The other example that shows that Pala has a sharp nose is in the fifth episode. The scene happens, when Pala and Liu are searching for

marbles. Again, with his sharp nose, Pala finds a plant and immediately makes it to be a potion (Lee, 2018f).

**4.2 The anthropomorphism (attribution of human mental states such as thoughts, feelings, motivations, and beliefs) to animals in *Running Man*, the animated series**

The table below shows the anthropomorphism (attribution of human mental states such as thoughts, feelings, motivations, and beliefs) of the characters of *Running Man*, the animated version.

| THE CHARACTERS    | HUMAN MENTAL STATES                           |
|-------------------|---|
| Liu (grasshopper) | An excellent strategy planner, a great leader |
| Kuga (tiger)      | Competitive, temperamental                    |
| Lonky (giraffe)   | Shifty, chatty                                |
| Miyo (cat)        | Fierce  |
| Gai (monkey)      | Romantic                                      |
| Popo (penguin)    | Narcissistic, grumpy                          |
| Pala (impala)     | Smart   |

From the table above, each of the characters is anthropomorphized. Liu the grasshopper anthropomorphized as an excellent strategy planner and a great leader, Kuga the tiger anthropomorphized as competitive and temperamental, Lonely the giraffe anthropomorphized as shifty and chatty, Miyo the cat



anthropomorphized as fierce, Gai the monkey anthropomorphized as romantic, Popo the penguin anthropomorphized as narcissistic and grumpy, Pala the impala anthropomorphized as smart. The author discussed each of the characters below.

#### 4.2.1 Liu the Grasshopper

Liu the grasshopper anthropomorphized as a leader of a team that can lead the members. Liu also plans everything before he does something. Liu in the series is presented as an excellent strategy planner and a great leader for a team. Liu's ability as an excellent planner is shown Liu in the fourth episode. It is when all members ask Kuga not to transform himself into a monster so that other animals can have a fair chance to win the game. However, Kuga does not listen to them, so Liu tells the other members about the plan he has. In the scene, Liu leads a sudden meeting and explains the tasks for each member to defeat Kuga (Lee, 2018e).



Figure 4.16 Liu leads a sudden meeting with Popo, Miyo, Gai, and Pala (Lee, 2018e)

A scene from the fifth episode is another example of Liu showing himself as an excellent strategy planner and a great leader. The scene is when all of the

members are playing the bell hunter game. The game is about the hunter, here is Kuga the winner of the previous game, he has to hide seven marbles before the game start. Then the other members have to collect marbles hidden by Kuga. The one who collects the most marbles is the winner. However, if the hunter, Kuga, catches all the members, he becomes the winner. To do the mission, Liu explains to other members about the possible places the marbles are hidden. Also, he leads the members to go together to the place where he expected the marbles are hidden (Lee, 2018f).

#### **4.2.2 Kuga the Tiger**

Kuga, the tiger, in the *Running Man*, the animated series, is a competitive and temperamental character. His competitiveness is shown in all missions. Since the first episode, in the scene of the first mission, Kuga looks very competitive. In the mission, Kuga has to choose a mystery box and must use what he gets from the mystery box. From the box, he gets doll shoes that squeak when worn. Nevertheless, Kuga manages to use the doll shoes in the running competition (Lee, 2018b). Another scene is when Kuga shows his competitiveness in the sixth episode. The scene happens after Lonky and Kuga made a deal, but Kuga breaks it in the end. The deal is Lonky will be the last member to eliminate by Kuga with a condition, Lonky will bring the other members so that Kuga can eliminate them. However, Kuga makes Lonky out first, before he eliminates Popo and Miyo (Lee, 2018g). In the eighth episode, when they play Hammer B.I.N.G.O. game. Each member is given a bingo board, and they have to fill the board with the emblems of the opponent. Once the game start, all the members have to find the opponent's

emblems and make them out by hitting the emblem using a hammer. Hitting the opponent's emblem makes the opponent out of the game. In that game, Kuga eliminates two members in a very short time. The first member, Popo, is eliminated in a minute, followed by Miyo in the following minute (Lee, 2018i).

Kuga is also temperamental. He is easily ignited by anger. Some of it is caused by Lonky like in the second episode when the MC introduces the participants of the competition. Lonky provokes Kuga's anger by laughing and saying that Lonky's heels look good on Kuga (Lee, 2018c). Another scene is in the seventh episode when there is a blackout at the scene. Accidentally the male members, except Kuga, get together. Then when they are walking together and find Kuga's room. They entered the room when Kuga is exercising. Although they only enter the room, Kuga is pretty angry. The anger is added by Lonky when teasing Kuga for exercising. When they do not leave Kuga's room after sharing stories about the soul tree, Kuga is getting angrier and says that he will make them never leave his room (Lee, 2018h).

#### **4.2.3 Lonky the Giraffe**

The giraffe Lonky is anthropomorphized as a shifty guy that uses all means to win the game by being a chatty one. He is shifty to be able to win the game. From the strongest Kuga until the only female member Miyo were the victims of Lonky's shiftiness. This humanlike character helps Lonky to win the mission. Although, Lonky does not win all of the games, being shifty and chatty is his way to survive on the game.

Linky's shifty and chatty characters make him distrusted by the other *Running Man* members. Lonky's shiftiness is shown in almost all games. Some examples of Lonky shiftiness are seen in the first episode when Lonky is shown deceiving Kuga to exchange the shoes that they had chosen earlier (Lee, 2018b). The next example is in the second episode when Kuga finally knows that the high heels he wears are never worn by 'Master Ma' like what Lonky says, Kuga gets angry at Lonky. Yet, despite Kuga's anger, Lonky keeps on being shifty, he exchanges his stick with Kuga's silently and wins the first game (Lee, 2018c).

The other scene is in the fourth episode when they play a 'monster goal time' game. The monster in this game is different in every round. Since Lonky is the winner of the first game, he can decide the order when the members have to become the monster.



Figure 4.17 The monster real time game, when the prey asks the monster "monster, monster what time is it?" (Lee, 2018e)

The monster and the prey have to stand pretty far at first, then the prey will ask the monster "monster, monster what time is it?" if the monster answers "three o'clock" the preys have to walk closer to the monster three steps, if the monster answers "two o'clock" the preys have to walk two steps closer to the monster. If

the prey can steal the monster's shield, the round is over and the monster is changed with the next member.



Figure 4.18 The monster real time game, when the prey steal the monster's shield (Lee, 2018e)

However, if the monster answers in “real-time”, the monster can turn around and steal the preys' bell. Once the prey's ball is stolen, the prey is out from the game. The one who has the most balls is the winner. However, when the monster can steal all of the preys' balls at once, the game is over.



Figure 4.19 The monster real time game, when the monster steal the prey's bell (Lee, 2018e)

It happens when Lonky gets the turn to be the monster and the other members are the prey. After Lonky says three o'clock, Kuga jumps in three long steps and stops right behind Lonky. Then Kuga asks Lonky 'monster, monster what time is it?' while he is ready to take Lonky's emblem. At first, Lonky just



gives his emblem to Kuga, yet Kuga provokes Lonky by saying that it was just a game also why he was crying. However, Lonky is pretty angry and says real-time, so he can attack Kuga and take Kuga's bell. The result is Lonky loses the fight to Kuga. At that time, Lonky keeps on being shifty; he lengthens his arm to Kuga's back to get Kuga's emblem. In the end, Lonky fails the fight since Kuga knows it (Lee, 2018e).

Another scene is when Lonky becomes shifty to the members in the sixth episode. Lonky, Miyo, Popo then Kuga appear at the scene. Lonky is threatened by Kuga, so he has no choice but to help Kuga if he still wants to do the mission. To help Kuga, Lonky brings Popo and Miyo to a room where Kuga is waiting, so that Kuga can make them out (Lee, 2018g). The other scene shows the eighth episode when Liu with Lonky is doing a mission. They have to find the other member's emblems, then punch the emblem using a hammer to make the owner of the emblem out of the game. Lonky and other members including Liu secretly agree to eliminate Kuga first. Yet, when Lonky finds Liu's emblem, he punches it and takes Liu out of the game (Lee, 2018i).

Besides being a shifty character, as mentioned earlier, Lonky is also chatty. He is often seen to talk much to the other members as well as to talk to himself. Many scenes are showing that Lonky is chatty. In the first episode, he talks much to Kuga and himself (Lee, 2018b). The other scene shows how chatty Lonky is in the second episode. Because he talks too much, he accidentally reveals to Kuga the fact that he cheats Kuga during the high heels incident (Lee, 2018c). Another scene that shows Lonky being chatty is in the ninth episode when

Lonky is almost attacked by Popo and Pala. He stops them with his talking and persuades them to ally to eliminate Kuga (Lee, 2018j).

#### **4.2.4 Miyo the Cat**

Although she is female, she still gives her best to complete the mission, competing with the other male members of *Running Man*, the animated series. In some scenes from the series, Miyo does her best to complete the mission. Since the opening game, the bell hunter game, she works professionally and competes with the other male members. The humanlike character possessed by Miyo is being fierce. She often looks and talks fiercely to the male members except for Kuga. Miyo also punches the other members when they give a disappointing answer to her question. An episode in the series that shows Miyo's being fierce is a scene in the sixth episode. When Miyo is looking for the marble hidden by Kuga during the hunter bell game, she searches the marble in the place she sees in Kuga's memory. Unfortunately, she does not find the marble but she bumps into Gai. There, she asks Gai fiercely, why he is following her. Another example is in the sixth episode when Miyo asks Lonky fiercely about what he did to the marble and where the marble is (Lee, 2018g). The fierceness makes Miyo not easily underestimated by the male members.

#### **4.2.5 Gai the Monkey**

Gai is portrayed as helplessly romantic. He always says useless things to be romantic. Since Gai seems attracted to Miyo, he says romantic things to Miyo in some scenes. There is a scene that shows Gai attracted to Miyo for the first

time. The scene is in the second episode when all of the members are on their way to the finish point of the opening game. The fastest member that reaches the finish point will be the winner. The dramatic meeting between Gai and Miyo happens when Kuga breaks the road where Miyo passes through. In this scene, Miyo falls and she is accidentally caught by Gai. In that scene, Gai is enchanted by Miyo (Lee, 2018c). Since then, Gai always expresses romantic things to Miyo. One of the scenes, when Gai tries to be romantic to Miyo, is in the seventh episode when he asks Miyo how she is in front of the other male members. Miyo just stares at him and continues her walk (Lee, 2018h). Gai also saves Miyo when she is going to be eliminated by Kuga in the sixth episode when the members have a mission to collect all of the emblems. Consequently, he is eliminated by Kuga (Lee, 2018g).

#### **4.2.6 Popo the Penguin**

Narcissistic and grumpy is the anthropomorphism of the penguin Popo. In the series, the 'Running Man Championship' is facilitated with high technologies, high tech cameras. The cameras are located everywhere in the arena of the 'Running Man Championship'.

Popo is narcissistic as he always wants to show off his cuteness (Lee, 2018b). Scenes are showing that Popo is a narcissist. The scene is in the first episode when the members are on their first mission. Popo keeps mumbling about the fact that he gets a string. He says that he does not want to continue the mission. However, when a camera is coming closer to him, he immediately shows

his cute face (Lee, 2018b). There is another scene that shows Popo's narcissism. The scene is in the second episode when the winner of the opening game is announced and each member is introduced to the audience. When it comes to Popo's turn, he starts to act cute (Lee, 2018c).

Popo is also having a grumpy character. He often grumbles about whatever he does. In some scenes from the series, he often grumbles to himself. For example, in a scene in the first episode, when Popo is on his way to the finish point, he grumbles why he gets a string. Yet, he uses the string to do the first mission of the Running Man championship. The other scene is in the second episode. A scene when he has to go through the ice cave. He thinks that if he uses the superpower fire card, he can go through an ice cave easily. In the fact, he makes the ice cubes from the cave melt and become his obstacle, since he uses his superpower fire card. Because of it, he grumbles until he reaches outside the cave (Lee, 2018c).

#### **4.2.7 Pala the Impala**

Smart is the anthropomorphism of Pala the impala. Few episodes from the series show that Pala often makes a potion from the plant he just finds. Even though he just finds the plant, he knows the function of the plant. The plant makes the person who drinks it become fresh and faster.

Pala, in the series, is portrayed as lazy and slow. He is easy to doze off everywhere he is. Since he is often dozing off and easily tired, he has a potion that makes him awake and strong immediately. Yet his potion just lasts for a few

seconds, after a few seconds, Pala will be back to be slow and easy to doze off. Pala is slow. A scene from the second episode is one of the examples. The scene happens when all of the members go to the finishing point. Pala, who is slow, needs to drink a potion that can make him the fastest. However, his potion only lasts for two seconds. After two seconds Pala will be back to being slow again in the first game (Lee, 2018c).

#### 4.3 Animal Symbolism in the *Running Man*, the animated series

The table below shows the symbolism from the characters of *Running Man*, the animated series, completed with animal behavior and human-like behavior.

| ANIMAL            | ANIMAL BEHAVIORS                                  | HUMANLIKE BEHAVIOR              | SYMBOLS     |
|-------------------|---|---------------------------------|-------------|
| Grasshopper (Liu) | Agile, small body                                 | Great leader                    | Wisdom      |
| Tiger (Kuga)      | The strongest, scary appearance                   | Competitive and temperamental   | Strength    |
| Giraffe (Lonky)   | The tallest                                       | The shifty and chatty person    | Cunning     |
| Cat (Miyo)        | Agile   | Fierce woman                    | Independent |
| Monkey (Gai)      | Agile   | Helplessly romantic person      | Romantic    |
| Penguin (Popo)    | The shortest, slow because of his short body      | A narcissist and grumbly person | Childish    |
| Impala (Pala)     | Pretty slow because of his age, has a sharp smell | A slow but clever person        | Knowledge   |



As in the table above, the symbols of each character are based on their anthropomorphism. Liu the grasshopper symbols as wisdom, Kuga the tiger symbols as strength, Lonky the giraffe symbols as cunning, Miyo the cat symbols independent, Gai the monkey symbols as romantic, Popo the penguin symbols as childish, Pala the impala symbol as knowledge. The discussion of each character is below.

#### **4.3.1 Liu the Grasshopper**

In the series, the grasshopper Liu is anthropomorphized as a great leader and always planned what he will do. The tenth episode shows a scene that Liu planned what he will do. It presents when Liu is observing the situation of the other members. After he observes he thinks about what he will do (Lee, 2018a). Based on Liu's anthropomorphism in the series, he symbolized wisdom. On the other side, a very positive, good luck and health, happiness is the symbolism of grasshopper in the Chinese culture (Clifford, 2021b). Meanwhile, in the Native American, a grasshopper is symbolized as a negative thing, Clifford (2021) also stated the reason "because it destroys the lands and the farmer's work".

#### **4.3.2 Kuga the Tiger**

Kuga is anthropomorphized as competitive, temperamental, and the strongest among the member in the *Running Man*, the animated series. Kuga also appeared with a scary appearance that will make people scared. A scene from the fourth episode shows that the members are scared of Kuga. The scene happens when Lonky becomes the monster in the game. There, Kuga shows his strong

power, and the members are scared of it (Lee, 2018e). The other scene that shows Kuga's strong power is in the tenth episode. It happens in the last fight between Kuga and Gai, for the battle of the superpower. Gai is agile, but Kuga is stronger than him. Kuga wins the fight at the end (Lee, 2018a). Based on the series, Kuga is symbolized as strength. Meanwhile, a tiger in Christianity symbolizes anger and cruelty. A tiger also symbolizes darkness and war in Chinese religion (Clifford, 2021c).

#### **4.3.3 Lonky the Giraffe**

Lonky the giraffe is anthropomorphized as a shifty and chatty guy. He uses shiftiness to reach his want. Almost in all games, Lonky is being shifty with the members. His shiftiness is succeeded in the first game. Yet, he does not always win. Because of it, Lonky is distrust by the members. He is still being shifty even though he is distrust by the members. An example that shows that Lonky is distrust by the members is in the eighth episode. When all the members are searching for emblems, they divide themselves into a few teams. At that time, Lonky is team up with Liu. There Liu says to Lonky 'no stabbing each other in the back this time, which means Liu is distrust of Lonky (Lee, 2018i). Build on Lonky anthropomorphism, he is symbolized as cunning. Meanwhile in Chinese mythology "giraffe symbolize heaven's favor on the virtue of the Emperor, the rule of the entire universe". In addition, a giraffe also symbolizes the natural world in Africa (Clifford, 2021a).

#### 4.3.4 Miyo the Cat

In the series, Miyo is anthropomorphized as fierce and professional, it does help Miyo to compete with the other male members of the *Running Man* in the game. In the series, Miyo shows her professional skill from the first game. A scene that presents Miyo's professional skill is in the second episode. When she is on her way through the cave. There, Miyo gets diving shoes. She looks like gets in trouble by wearing that shoes, but she still gives her best. Still, in the second episode, Miyo also shows her professional skill when all the members are on their way to the finish point. Miyo almost becomes the winner of the first game, yet Kuga put the stick first in the finish point (Lee, 2018c). Based on anthropomorphism, Miyo the cat symbolizes emancipation. A journal from (Park, 2015) said that "cat has positive and negative symbolism". On the positive side, a cat symbolizes fertility, and healing, meanwhile on the negative side, a cat symbolizes darkness and magic (Park, 2015).

#### 4.3.5 Gai the Monkey

The monkey Gai is anthropomorphized as a helplessly romantic guy and agile in the series. There, Gai tries to be with Miyo during the game, after their dramatic meeting in the first game (Lee, 2018c). The moment that Gai tries close to Miyo also happens in the fifth episode. The scene when all the members are going to the arena for the second game. The members divide themselves into few groups, Liu and Pala, Popo and Lonky, Gai and Miyo, and Kuga himself. In the end, Miyo and Gai are team up for the second game (Lee, 2018f). As for

anthropomorphism, Gai is symbolized as romantic since he always wants to be romantic in front of Miyo. The author found a journal that shows monkeys symbolize loyalty. The monkey is a character in a movie titled *Aladdin* (2019) that symbolized as its behavior based on the movie (Widyaningrum, 2020).

#### **4.3.6 Popo the Penguin**

Popo the penguin is anthropomorphized as a grumpy guy but he always wants to look good in front of people. Popo's narcissism is shown in some scenes in the series. Since the first episode, Popo has shown his narcissism. Like in the scene when he is on his way to the finish point. There, Popo is mumbling for the string that he gets. When a camera comes to him, he immediately becomes cute (Lee, 2018b). Another scene is in the sixth episode. The scene happens when Kuga wants to make Popo out of the game. In that scene Popo tries to survive from Kuga uses his cuteness. However, he is still out from the game in the end (Lee, 2018g). Based on Popo's behavior, he is a symbol of childish, because he often looked pretty angry at little things. On the other side, the author found a journal that shows the symbolism of penguins. The penguins symbolize parenthood since they are loyal and loveable partners. In addition "the penguins are deeply concerned about the safe upbringing of their babies" (McDonald, 2021). The penguins also represent friendliness because they do everything together (McDonald, 2021).

#### 4.3.7 Pala the Impala

Pala is anthropomorphized as an alchemist, he is always attracted to every plant that he can make a potion from. An example is in the fifth episode when all the members start to do the mission. Pala who is with Liu suddenly says that he finds something. Unfortunately, the ‘something’ is a plant that can make someone who drinks it become stronger. Later, he takes the flowers of the plant and uses them to make a potion (Lee, 2018f). Besides in the fifth episode, there is another scene that shows that Pala is an alchemist. It is the third episode, it happens when all the members except Pala are in chaos since Kuga and Lonky are in a fight. In that scene, Pala finds a plant, then makes it to be a potion (Lee, 2018d). Build on the anthropomorphism of Pala in the series, Pala is symbolized as knowledge since he is very smart if it comes to potions from plants. Meanwhile, the author had found a journal that discussed the symbolism of impala. A journal written by Knowles (2008) explained that impala is the family member of antelope. It is based on the folklore in Liberia, the antelope is figured as speed and wisdom since its small size and habit (Knowles, 2008).