

ABSTRACT

In the process of each stage of human life, has different demands and pressures, some feel enthusiastic and some feel anxious, worried and confused when passing this stage. This feeling of worry is known as the Quarter Life Crisis. Quarter Life Crisis is the presence of a feeling of worry about the uncertainty in the life that will be lived that occurs around the age of 20 years. When experiencing this phase of the Quarter Life Crisis, if left unchecked, individuals will be trapped in worries and anxieties that will hinder individual development in living life. Based on this phenomenon, the researcher is interested in how the Quarter Life Crisis phase is represented in the Soul Animated Film. This study uses John Fiske's semiotic analysis which is divided into three levels, the level of reality, the level of representation, and the level of ideology. Researchers get the results of how the causes, signs, and ways of dealing with the Quarter Life Crisis phase are described through gestural codes, expression codes, behavioral codes, and speech codes at the reality level by showing the concerns and anxiety felt by individuals. Then at the level of representation, camera code, light code, character code, and music code can strengthen details about the meaning of the Quarter Life Crisis found in the characters of Joe Gardner and Twentytwo in the film Soul. And the ideology of liberalism which gives freedom to live life for all individuals.

Keywords: Quarter Life Crisis, Representatiom, Semiotics, Film