

**IMMORAL ACTIONS ANALYSIS REFLECTED ON JOHN KRAMER
CHARACTERIZATION IN "JIGSAW" MOVIE BY JOSH STOLBERG AND PETER
GOLDFINGER 2017**

**ANALISIS TINDAKAN TIDAK BERMORAL YANG TEREKSEKSI DARI KARAKTERISASI
JOHN KRAMER DALAM FILM JIGSAW OLEH JOSH STOLBERG DAN PETER
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Abstract

The purpose of this research was to analyze John Kramer's characterization and immoral actions reflected on John Kramer characterization. The researcher uses content or document analysis to analyze this movie.

The researcher chose this movie because some scene can be analyzed by characterization theory by Edgar in Basuki (2015, p. 132) and types of immorality by the Milo (2014, p. 3) theory that support indicators of immorality by Nietzsche theory in Anisa, Nuraeni, & Fitriawan (2016, p. 3662). The source of data in this research is the Jigsaw movie that was released on 2017. The data that used to analyze this research are movie, movie script and captures scenes of Jigsaw (2017 movie) that contain characterization and immoral action of John Kramer.

The researcher found 5 characters from John Kramer, the characters are: ruthless, threaten, vengeful, responsible and sadistic character and also researcher found 5 immoral action that reflected on John Kramer characterization, that are: asking victims to sacrifice their blood, make a game with an injection containing a deadly poison, create dangerous games and rules, expose a person with two dangerous choices and revenge by using dangerous game. John Kramer not only has a bad character but he also has a good character, namely being responsible. John Kramer's immoral acts were basically based on good intentions but he acted in the wrong way. The good morals that John Kramer actually has are covered by the grudge he feels for the crimes of the victims (criminals) in the past.

Keywords: *Characterization, Morality, Immoral actions*

Abstrak

Tujuan dari penelitian ini adalah untuk menganalisa karakterisasi dari John Kramer dan tindakan tidak bermoral yang terefleksi dari karakterisasi John Kramer. Peneliti menggunakan konten atau dokumen analisa untuk menganalisa film ini.

Peneliti memilih film ini karena terdapat beberapa adegan yang dapat dianalisa menggunakan teori karakterisasi oleh Edgar dalam Basuki (2015, hal.132) dan tipe immoralitas teori oleh Milo (2014, hal.3) teori tersebut didukung dengan teori indikator dari immoralitas oleh by Nietzsche dalam Anisa, Nuraeni, & Fitriawan (2016, hal. 3662). Sumber data dari penelitian ini adalah film Jigsaw yang tayang pada tahun 2017. Data yang digunakan untuk menganalisa adalah film, naskah film dan juga tangkap layar adegan dari film Jigsaw (2017) yang terdapat karakterisasi dan tindakan tidak bermoral John Kramer.

Peneliti menemukan 5 karakter dari John Kramer, karakter tersebut adalah: karakter kejam, pengancam, pendendam, bertanggung jawab dan sadis serta peneliti menemukan 5 tindakan tidak bermoral yang tercermin dalam karakter John Kramer, yaitu: meminta korban untuk mengorbankan darahnya, membuat game dengan suntikan yang mengandung racun mematikan, membuat permainan dan aturan berbahaya, menghadapkan seseorang dengan dua pilihan berbahaya dan balas dendam dengan menggunakan permainan berbahaya. John Kramer tidak hanya memiliki karakter yang buruk tetapi dia juga memiliki karakter yang baik, yaitu bertanggung jawab. Tindakan tidak bermoral John Kramer pada dasarnya didasarkan pada niat baik tetapi dia melakukan dengan cara yang salah. Akhlak baik yang dimiliki John Kramer sebenarnya tertutup oleh dendam yang dia rasakan atas kejahatan para korban (penjahat) di masa lalu.

Kata kunci: Karakterisasi, Moralitas, Tindakan Tidak Bermoral.

Introduction

Literary work is the embodiment of the expression of thoughts and feelings. Literature also deals with life experiences. Literature is a strong and very provocative writing which deals with extraordinary aspects of experience, thoughts, and feelings (Bennett & Royle, 2016, p. 39). Poetry, novels, soap operas, electronic literature, graphic novels, films or films and others are various forms of literary works.

Movie is one of the most popular forms of literary work as a medium for entertainment and education. According to Hornby in Nasir, Samad, Jannah, & Sharudin (2019, p. 22) movie is a series of moving images recorded with sound which tells a story that is broadcast on television or cinema or theater. In 2017, the Lionsgate studio again released a horror thriller movie called Jigsaw. This movie is a sequel to the Saw movie. In this research, the researcher focus on the sequel to the movie, Saw: Jigsaw (2017). The cruelty, sadism, and immoral acts committed by John Kramer in this movie are clearly illustrated.

In the movie, characters are important things that are involved in a story. According to Bolock, Abdelrahman, & Abdennadher (2020, p. 3) said that a character is an individual person with all the features that define or describe that person. Characters are some of the actors in the story who have characterizations related to the aspects of values that are reflected in behavior. Characterization is a process carried out to produce character through typing actions, words and thoughts (Vidhya & Arjunan, 2015, p. 76).

Every action that taken by someone are always related to moral. Morality relates to the good actions or bad actions of a person. In Jigsaw (2017) movie, the actions taken by John Kramer are sadistic. According to Adewale in Monday (2015) an action that is not in accordance with the basic principles of correct behavior and it is a violation of the moral code of society can be called immoral action. Immoral can also be interpreted as an act that is against or violates morality.

The movie tells about rice of a murder, he is John Kramer. The targets of the killers are people who have committed crimes in the past. The targets will be saved if they want to admit their guilt or sin, but if the target does not admit their mistake, than the targets will be executed by John Kramer. It can be interpreted that John Kramer's intention was good, namely by making the targets admit their and take responsibility for what they did, but this good intention was done in the wrong way, namely killing the targets who did not want to admit his mistake. The sadistic act committed by John Kramer is an abnormal act. John Kramer does this without guilt or remorse. From the explanation above, the researcher is interested in analyzing immoral actions that are reflected on the John Kramer characterization in the Jigsaw (2017) movie.

This research focuses on analyzing John Kramer's characterization and immoral actions reflected on John Kramer characterization. In this research, researcher used a morality theory that focused on immoral actions and characterizations method to analyzed John Kramer's characterizations.

Research Methods

In this research, the researcher used qualitative method to answer problem states above. According to Ary (2010, p. 420) qualitative methods are methods used to understand and interpret human and social behavior as shared by participants in a selected social situation. To analyze this research, the researcher use content or document analysis. Ary (2010, p. 574) argues that content or document analysis is a research method applied to written or visual material with the aim of knowing certain characteristics in the material to be studied and also Ary argue that textbooks, newspapers, web pages, speeches, television programs, classified ads, musical compositions, or any of a host of different forms of documents it can be the materials to analyze.

This research is a literary criticism about intrinsic elements which uses structural approach. Structural approach is an approach through interpreting and focusing on the text. In this research, the researcher focused on the one of intrinsic elements of the movie namely characterization, so that the researcher used a structural approach.

The role of the theory in this research is to make it easier for the researcher to collect and analyze data. The researcher takes data with selected data by analyzed movie, movie script and captures scenes of Jigsaw (2017 movie) that contain characterization and immoral action of John Kramer. The researcher used Edgar's theory in Basuki (2015, p. 43) to categorized the dialogue by showing the steps in the analysis of John Kramer's characterization and also the researcher used theory by Milo (2014, p. 3) and Nietzsche theory

in Anisa, Nuraeni, & Fitriawan (2016, p. 3662) to analyze the immoral action reflected on John Kramer's characterization.

After that the researcher analyzes the data and checks whether the data is in accordance with the indicators of the way to analyze characterization by using Edgar's theory in Basuki (2015, p. 43), indicators of the types of immorality by using Milo (2014, p. 3) theory and indicators of the immorality by using Nietzsche theory in Anisa, Nuraeni, & Fitriawan (2016, p. 3662).

Tabel 1.1 Indicators of the way to analyze characterization by using Edgar's theory in Basuki (2015, p. 43).

No.	Indicator	Description	Example
1.	Character's say	What a particular character says about himself can sometimes be taken as the truth. Even though what the characters say at a certain time can actually be different at the end of the story. In this case it depends on the situation experienced.	If a character has a desperate voice at the beginning or is cheerful (or sad) at the end, there has been a development or a change in the character's way of life.
2.	Character's does	From what the character does, it can be analyzed how the character is. Writing can create characters that claim to be honest but do things that are dishonorable. In analyzing what the character is doing, you have to confirm the action with what he is saying.	A character can claim to be a good friend and tell the truth but in reality that character behaves badly like a devil, which can be interpreted as hypocrisy.
3.	Other character's say	Like the real world, in literature people always talk about other people. What they say of course raises point of view problems, because a person's character and motivations will condition whatever he says about other people.	An enemy usually says or argues biased against that person. Because of that, a writer makes a good impression on a character by making a bad character say bad things about him.

Sources: Edgar's theory in Basuki (2015, p. 43).

Tabel 1.2 Indicators of the Types of Immorality by using Milo (2014, p. 3) theory

No.	Indicator	Description
1.	Wickedness	Basically someone has good morals but that person fails to apply it to themselves.

2.	Weakness	Someone who basically already has bad morals then acts badly in accordance with the basic morals they have.
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Sources: (Milo, 2014, p. 3) *Immorality*. Princeton: Princeton University Press.

Tabel 1.3 Indicators of the immorality by using Nietzsche theory in Anisa, Nuraeni, & Fitriawan (2016, p. 3662)

No.	Indicator	Description
1.	"The self" is the king who has his own rights and desires.	He considered himself to be in charge of himself and had his own rights and desires.
2.	The "self" does not need to be subject to anyone or anything and has supreme authority.	He considers that he does not need to submit to anyone and anything including the existing rules and he has high authority.
3.	The ideology of "the self" is inconsistent and illogical, even though it stands from logical facts.	His thinking about himself is inconsistent and implausible, even if it stands by logical facts.
4.	"The self" against various traditions that are common and there before.	He fought the prevailing and pre-existing traditions.
5.	"The self" does not acknowledge all systems and truths that exist in this universe, because the universe is just chaos (chaos).	He does not acknowledge all kinds of systems and truths that exist in the universe because he thinks that the universe is a place full of chaos.
6.	"The self" adheres to nominalism, which is a teaching that teaches that general ideas or concepts do not refer to any reality; they are nothing more than mere words.	He believes that general ideas or concepts do not refer to any reality, he assumes that all are mere words.

Sources: Nietzsche theory in Anisa, Nuraeni, & Fitriawan (2016, p. 3662)

Result and Discussion

1. John Kramer's characterizations in Jigsaw (2017) movie

For the first, the researcher analyzes and obtains data based on the formulation of the first research problem, namely: 1. How is the characterization of John Kramer in Jigsaw (2017) movie?. To answer the formulation of the problem, the researcher uses the theory of characterization (Basuki, 2015) by using the following indicators:

a. What the character says

To describe the character of John Kramer in Jigsaw (2017) movie, the researcher uses what the character says. With this, researcher can find out what characters are contained in John Kramer seen from what he says. For more details, researcher have found several characters of John Kramer:

1. Ruthless

John Kramer: "I'm sure you are all wondering why you're here. You deny culpability, no doubt, for the circumstances in which you find yourselves. Salvation can be yours, if you cleanse yourselves of the habitual lies which have brought you here. Lies that you have told yourselves, lies that have brutalized others. Confess. The truth will set you free. But any attempt to violate my rules will kill you. I want to play a game. An offering of blood, no matter how little, will give you a green light to escape from this room with your lives. If you can release yourself from your demons, you can begin to shed the chains with them. Make the simple blood sacrificed, or face severe consequences." (Cz/1/Cs/Ruthless)

In this situation John Kramer didn't care if the victim could die from the saw game that he made. John Kramer talks to the victims and gives orders to follow the rules of the game he makes. The consequences of death were commonplace for John Kramer. John Kramer wanted their blood even a little (by cutting themselves on a rotating saw) as a consequence of their mistakes and lies. John Kramer doesn't care about the very dangerous impact of the game he creates. Even the death or the lives of his victims, John Kramer still does what he thinks is right. John Kramer wants his victims to admit their lies and mistakes in any way even though they are dangerous. From the description of this situation, it can be seen that John Kramer has the ruthless character.

2. Threaten

John Kramer: "To point fingers at me for the blood that has been shed, unless you turn that finger inward, I assure you, more blood will be lost and all will be judged." (Cz/2/Cs/Threaten)

In this situation, the victim is injured by a game made by John Kramer. He even threatened the victims that if they blamed John Kramer, more blood would be shed and all the victims would be punished one by one. John Kramer felt what he was doing was right, so when the victim blamed John Kramer for the blood spilled from the victim, John Kramer threatened that more blood would come out of the victim. The cruelty of the threats given by John Kramer is reflected in his statement which says that more blood will be shed, in this case John Kramer threatens to be even more sadistic in the punishment given by John Kramer.

3. Vengeful

John Kramer: "In the past, you all have put your own interests above others, and then lied to yourself, and deceived the world about your cruelty, your theft, your criminality. Now, you will look in the mirror and you will face who you really are. The choices you have made can cost you your life. You can't run from the truth. However, there is one person who can help you. Ryan! If he pulls the"

lever before you are buried alive, you will live. Ryan, free yourself to free them.”
(Cz/4/Cs/Vengeful)

This situation describe that John Kramer reveals what his victims have done in the past. For all the mistakes, crimes and lies committed by the victims in the past. John Kramer wants revenge on the victims for what they did in the past. They are faced with a game that can bury them alive. If Ryan pulls the lever then his leg will break but his friends will survive. If Ryan didn't pull the lever then his friends would be buried alive. John Kramer gave all decisions to them in return for what they did in the past. Jhon Kramer wants to take revenge for all the crimes, lies and wrongdoings the victim has committed in the past.

John Kramer: “\$600 for a bike that you listed in excellent condition. Even though you knew the brakes were faulty. You took his 600 bucks and, in return, you delivered him to his died. He was my nephew, and he never hurt anyone. The device you see here has a unique power source. It's the same engine that graced the bike you sold my nephew. Look, you're right, man! Avoid the dangers around you, hit the motorcycle brake handle and the motor will stop. The choice is yours!” (Cz/5/Cs/Vengeful)

In this situation John Kramer tells Mitch about what happened to Mitch in the past. In the past Mitch selling motorbikes for \$600, he claimed the motorbikes were in good condition but in fact the motorbikes had broken brakes. The buyer of the motorcycle is John Kramer's nephew. John Kramer's nephew had an accident and died because the brakes on the motorbike he bought from Mitch were damaged. John Kramer makes a tool to get revenge for what Mitch did in the past. The dangerous tool was made by John Kramer equipped with brakes from a motorcycle that caused his nephew to die. John Kramer has a vengefulness for what Mitch did to John Kramer's nephew. Mitch will survive if he is able to pull the brake, but if he is not able to pull the brake then Mitch's body will be crushed by the dangerous tool that John Kramer has done. In this case, John Kramer justifies an immediate way to take revenge and make the victim responsible for his mistakes and sins in the past.

4. Responsible

John Kramer: “We all have a thumb on the scale, Anna. For good or for evil. You've been weighing in on the wrong side of the scale. Both of you. Now, if you want to achieve your freedom, you have to learn. You have to realize that you've been doing it backwards. I'm gonna give you an opportunity to turn it all around. Here's your key to freedom. It's all up to you!” (Cz/6/Cs/Responsible)

In this situation, John Kramer made his victims aware that every human being has good and bad sides but what the victims did was weigh their bad scales. John Kramer gives consequences to the victims to be held accountable for what they did. The victims can be free if they are able to learn and reflect on their mistakes. John Kramer gives victims a chance to make amends. John Kramer gave him a bullet that contained the key to their freedom. John Kramer also gave a shotgun, the victims could be free if they could make the right decision but if the victim can't make the right decision and can't realize his sins then they will rot to death and can't be free forever. In this case John Kramer is the person who is responsible, he wants the victim to be responsible for the mistakes that the victim did in the past.

b. What others character says

1. Sadistic

Logan Nelson: "The partial decapitation was made by a circular saw. There are traces of ferric oxide, hematite, in the wound"

Eleanor: "Rust, from blades. Okay. What about the voice recording? Anything off the flash drive?"

Halloran: "The voice was John Kramer. Matched!" (Cz/3/Os/Sadistic)

In this situation, the victim died with unusual injuries. The victim died by partial beheading with a circular saw and there was iron oxide, hematite in the wound. Inside the victim's body was found a flash drive. In a flash drive there is a sound that matches the voice of John Kramer. The manner in which John Kramer's murder was carried out was unusual. John Kramer's sadism is illustrated by the way he kills the victims based on Logan Nelson said. John Kramer relentlessly kills his victims with a circular saw.

2. Immoral actions reflected on John Kramer's characterization in Jigsaw (2017) movie.

Second, the researcher analyzed and obtained data based on the formulation of the second research problem, namely: 2. What are the immoral actions reflected on John Kramer's characterization in Jigsaw (2017) movie? To answer this problem, the researcher uses the theory of immorality (Milo, 2014) and the theory of indicators of immorality from Nietzsche in (Anisa, Nuraeni, & Fitriawan, 2016) by using the following indicators:

a. Wickedness

1. Asking victims to sacrifice their blood

John Kramer: "I'm sure you are all wondering why you're here. You deny culpability, no doubt, for the circumstances in which you find yourselves. Salvation can be yours, if you cleanse yourselves of the habitual lies which have brought you here. Lies that you have told yourselves, lies that have brutalized others. Confess. The truth will set you free. But any attempt to violate my rules will kill you. I want to play a game. An offering of blood, no matter how little,

will give you a green light to escape from this room with your lives. If you can release yourself from your demons, you can begin to shed the chains with them. Make the simple blood sacrificed, or face severe consequences. The choice is yours! (Tol/1/WickNS)

This situation describes that basically John Kramer had good morals (he wanted them to take responsibility for their mistakes) but the way John Kramer did it was either wrong or immoral. John Kramer asked for the blood of the victims (by scratching their bodies with a rotating saw) as a consequence of the lies and mistakes they had committed in the past. Using blood as a consequence of lies and mistakes is immoral. John Kramer did not submit to anyone and anything even when whatever he did was very sadistic and immoral. In this situation John Kramer considers what he is doing is right and John Kramer is not subject to anyone and any rules even though what he is doing is very immoral.

2. Make a game with an injection containing a deadly poison

John Kramer: "This criminal, was injected with a poison. One of the syringes in front of you holds the antidote. One is a saline solution, the other, an acid that will cause an excruciating death. Inject the correct one and your chains will be released. Failure to make the right choice could result in death for you all. I ask you, what is a life worth to you?"

(Tol/2/WickNS)

In this situation John Kramer tied the victim's neck with a chain that hung up, the chain that tied the victim's neck would slowly move up so that the victim would hang. They could be released from the chain if they injected one of the syringes that John Kramer had prepared. Of the three injections, one of the syringes contained the antidote and the rest contained an acid solution that could cause death. On the syringe there is a code, one of the victims who has committed a crime in the past has been injected with poison. If he is able to admit his mistake and understand the meaning of the code of life written in the injection, the pre-victim will survive. However, if the victim chooses the wrong meal, all of the victims will die by being injected with an acid solution. The games and rules created by John Kramer are very immoral. So basically, John Kramer had good morals (he wanted them to take responsibility for their mistakes) but the way John Kramer did it was either wrong or immoral. John Kramer considers what he is doing is right and John Kramer is not subject to anyone and any rules even though what he is doing is very immoral.

3. Create dangerous games and rules

Ryan: "he wants us to shoot each other"

Anna: "he wants me to kill you"

Ryan: "No. No, don't! No, don't touch that, you psycho bitch!"

Anna: "It's the only way!"

Ryan: "No, no! No. No. No, okay? No. No, please don't. Because that's what he wants us to do. Okay? Think about it."

Anna: "Thumb on the scale. Good or evil. That's what he said. We're supposed to follow the rules, we have to play by the rules. My only key to freedom is to kill you." (Tol/5/ WickNS)

In this situation John Kramer leaves all decisions to Anna and Ryan. They are confronted with a rifle in which there is a bullet containing the key to their freedom. the rules made by John Kramer can save the victims and can also kill the victims when the victims make the wrong decisions. Basically, John Kramer had good intentions so that they could reflect on their mistakes so John Kramer left all decisions to them about the scales of good and bad that they had. John Kramer confronts the victim with a dangerous decision and thinks what he is doing is right and John Kramer is not subject to anyone and any rules even though what he does is very immoral. Anna and Ryan are selfish and want to save themselves each. Eventually they thought that John Kramer wanted them to kill each other. Anna who really wanted her own freedom without thinking about the scales of good and bad that she had, Anna finally pulled the rifle with the tip of the rifle facing Ryan but in the end Anna was shot because she was selfish because she thought that the key to her freedom was to kill Ryan. But Anna also forgot that John Kramer gave the rule that shoot in reverse direction.

b. Weakness

1. Exposes a person with two dangerous choices

John Kramer: "Ryan! If he pulls the lever before you are buried alive, you will live. Ryan, free yourself to free them."

Anna: "Pull it! Ryan! Ryan! We're gonna die in here! Please! For the love of God, just pull it! If we die, you die!" (Tol/3/ WeakNS)

In this situation, Anna and Mitch are confined in a tubular room. The sharp weapon injures Anna and Mitch. They can survive if they follow the rule made by John Kramer. If Ryan doesn't pull the lever then Anna and Mitch will be buried alive by grain and sharp weapons, but if Ryan pulls the lever then his leg will be broken. In the end Ryan pulled the lever and broke his leg. In this case John Kramer makes a very cruel rule, the victim is faced with 2 choices but both choices will hurt the victims. Basically, in this situation John Kramer has bad morals and makes dangerous games and thinks what he is doing is right and John Kramer is not subject to anyone and any rules even though what he is doing is very immoral. John Kramer punishes his victims with the rules he made, so the victims can only choose to confess their sins and mistakes in the past or die because they don't follow the rules made by John Kramer. The rules made by John Kramer are very immoral.

2. Revenge by using dangerous game

John Kramer: "The device you see here has a unique power source. It's the same engine that graced the bike you sold my nephew"

Anna: "Look, you're right, man! Avoid the dangers around you, hit the motorcycle brake handle and the motor will stop!"

Mitch: "I don't want to die!" (Tol/4/WeakNS)

In the past, John Kramer's nephew died because of a motorbike that Mitch sold to his nephew. Mitch sells motorbikes that are damaged or whose brakes don't work but he admits that even the motorbikes are in good condition. Because of this, John Kramer's nephew had an accident and died. In this situation John Kramer confronts Mitch in a very dangerous game. The game is a rotating crusher whose engine is a motorcycle engine that causes John Kramer's nephew to die. John Kramer makes this dangerous game to take revenge for what Mitch did to John Kramer's nephew. In the end, Mitch failed to pull the brake on the end of the tool so Mitch's body was crushed by an immoral tool or game made by John Kramer. In this situation, John Kramer's immoral actions are based on bad morals, namely he wants to take revenge for what Mitch did to his nephew. John Kramer exposes the victim to a dangerous game and thinks what he is doing is right and John Kramer is not subject to anyone and any rules even though what he does is very immoral.

Conclusion

1. John Kramer's characterization

For the first, to answer the first statement of problem: How is the characterization of John Kramer in Jigsaw (2017) movie? the researcher used 3 indicators of the Edgar v Robert theory to analyze the John Kramer characterization, the researcher finds how the characterization of John Kramer through 3 indicators that are: what the characters say, what the characters does and what other characters say. The first indicator is from what the characters say, the researcher found 4 characters from John Kramer, the characters are: ruthless, threaten, vengeful (2 data) and responsible. The second indicator is from what the characters does, the character of John Kramer was not found by the researchers on this indicator because John Kramer only gives orders or rules for the dangerous games, he creates through what he says. John Kramer did not appear, but he gave orders with what he said by voice or audio recordings played to his victims. From the third indicator or the last indicator, namely from what other characters say the researcher finds one character from John Kramer. The character is sadistic (1 data).

2. Immoral actions reflected on John Kramer's characterization

For the second, to answer the second statement of problem: What are the immoral actions reflected on John Kramer's characterization in Jigsaw (2017) movie? Researcher used the theory of type of immorality indicator by Milo that are: wickedness and weakness. The researcher also found 2 indicators of immorality by Nietzsche theory in Anisa, Nuraeni, &

Fitriawan, the indicators are "The self" is the king who has his own rights and desires and The "self" does not need to be subject to anyone or anything and has supreme authority its mean that someone considers what he is doing is right and he is not subject to anyone and any rules even though what he is doing is very immoral. From the first types of immorality indicators, that are namely wickedness, the researcher found 3 immoral actions that reflected on John Kramer's characterization. That immoral actions are: asking victims to sacrifice their blood, make a game with an injection containing a deadly poison, create dangerous games and rules. From the second or the last types of immorality indicators, that are namely weakness, the researcher found 2 immoral actions that reflected on John Kramer's characterization. That immoral actions are: expose a person with two dangerous choices and revenge by using dangerous game. From the immoral actions carried out by John Kramer clearly illustrated immorality indicators that describe John Kramer considers what he is doing is right and John Kramer is not subject to anyone and any rules even though what doing is very immoral.

From the conclusion above it can be said that John Kramer not only has a bad character but he also has a good character, namely being responsible. But the good character is done in the wrong way. John Kramer's immoral acts were basically based on good intentions but he acted in the wrong way. The good morals that John Kramer actually has are covered by the grudge he feels for the crimes of the victims (criminals) in the past.

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