ABSTRACT

For over the past two centuries, we have been depending on animal figures to mediate civilization through children’s animated stories. Colonialism, as a big part of human civilization, is not excluded as well. It is due to the fact that colonial impacts are significant for urban development, both in positive and negative way. However, this ‘education force’ may distort and convey concealed critics due to the process of humanizing non-human characters that carry real representatives in real world through their identified features. This study aims to determine how an animated game-based movie, Angry Birds, portrays an anti-colonial resistance through its animal characters. This study uses Decolonization theory to explore the issue. The main data source is collected from Angry Birds movie. The study is conducted using qualitative method which includes narrative and non-narrative analysis. The results prove that the successfulness of anti-colonial resistance through animal characters in this movie is merely a set of greater assimilation into colonial society. In term of motive, birds and pigs character are related to fixed animal food-chain. Another reason of the successfulness is due to animal speciesism assigned in bad colonizers’ characters. This study also affirms that technology is the new trend of covert colonization. Furthermore, children audiences as the spectators and the game players are fed with the affirmation of colonization’s greatness as the part of civilization.

Keywords: Angry Birds, Anthropomorphism, Anti-Colonialism, Decolonization, Neo-colonialism, Resistance