

THE EMOTION REGULATION HELPS MAIN CHARACTER TO SURVIVE IN *MONSTER HUNTER* (2020) MOVIE

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Abstract

Emotion Regulation is a familiar word in today's modern era, even appearing in movies without anyone knowing it. This study discusses the phenomenon of emotion regulation as a method for survival that occurs to the main character in the movie *Monster Hunter* (2020). This study aims to explain three factors, namely monitoring emotions, evaluating emotions, and modifying emotions in the movie *Monster Hunter* (2020). Qualitative methods are used in this case to explore the phenomenon of emotion regulation in depth. The research was conducted by applying the theory of emotion regulation by Gross J.J as the basic theory to test the research data. The results of the analysis show that (1) the regulation of emotions revealed to the characters in the *Monster Hunter* (2020) film has three types, namely monitoring emotions, evaluating emotions, and modifying emotions at each stage. This stage occurs from the events faced by the characters. From the regulation of emotions that occur, this character can take revenge or even the character can think positively and rationally in survival.

Keywords: emotion regulation, emotion monitoring, evaluating emotion, modifying emotion, movie

Introduction

In the world of silver screen, many film producers adopt real event into films and they even use their experience as inspiration. Other themes are also chosen, for examples the genre of romance, psychopath, superheroes, and so on. As one of popular, romance shows human love, starting from the womb that shows every human being has genuine love. The presence of a child in a family is the most perfect love. Then the child grows into a teenager and have an experience of puppy love. As adults, a true love can be experienced and marriage proves the existence of perfect love. Not all love end happily, there is a romance ends in sadness. That is the circle of love. Furthermore, psychopathic genre films combine psychology with murder. Usually it is a person who is mentally retarded or someone who has been hurt so that the adrenaline rushes to commit an unreasonable murder, even the psychopath can eat the organs of the victim's own body. Another sample is the superhero genre that may be the best choice of films for many audiences. The superhero exists even though they are fictional or not in real life. Producers are inspired by superheroes who actually do not have super powers and do good to help

others or animals with a sincere heart. Regarding the specific preference of film, this research will analyze a film entitled *Monster Hunter* (2020). This film is inspired by a true story and it mostly shows psychological condition of the main character. Therefore, the issue on emotional regulation is selected because it often appears in the storylines of the *Monster Hunter* film. The film is told that Captain Natalie Artemis (Milla Jovovich), an American Army Ranger, is assigned to be the commander of an elite squad to investigate the loss of a Bravo team of their military comrades in a desert in the middle of nowhere. Arriving at the location, a black cloud full of lightning appeared and rolled them up, then miraculously they moved to another realm, a realm called the New World, where many giant monsters that eat humans inhabited.

Literary Review

1. *Psychology of Literature*

Since the 4th BC, Aristotle uses of psychiatric approach to impose classic boundaries on the emergence of tragedy combined with Catharsis is an attempt to deal with the emotional distress of the past (Guerin et al., 1979: 153). Sir Philip Sidney said that the moral influence of a literary work is psychological literature. In the twentieth century, literary theory has been developing, and more theories founded. They are from structuralism, semiotics, sociology of literature, psychoanalysis, and so on (Zaimar, 2003: 29). Basically, the psychology of literature is developed on the basis of the assumption of genesis, relation with the origin of the work. The psychology of literature is built from a psychological perspective with the psychological aspects of its author.

The appeal of literary psychology is in the human problem which paints a portrait of the soul. It is not only the soul itself that appears in literature, but also the representation of another person's soul. Each author often added personal experience in the work as well as the experience of the author which is often experienced by other people. Next, the text is displayed via a technique in literary theory which can actually reflect the concept of psychology carried by the fictional character. Without the presence of literary psychology with various psychological references, the possibility of understanding literature can be hard to do. The intelligent author, Albertine Minderop, often exceed the limits of reasonableness and it may be detected through psychology of literature.

2. *Gross's Emotional Regulation Theory*

According to Gross (2007: 4) in his work entitled *Handbook of Emotion Regulation*, emotions arise when someone facing a situation considers it to be something related to the purpose of his life. Emotions are various aspects or phenomena that involve all parts of the body so that they can change personal experiences, behavior and physiology of the central and peripheral nerves as well as multi-system changes related to emotions.

Emotional regulation is rarely appreciated even though it has an important role when one is able to control emotions in life.

According to Freud (1926), Lazarus (1966), Bowlby (1969), Frijda (1986), in Gross's book, contemporary research on emotion regulation has its roots in the study of psychological protection, psychological stress and coping, attachment theory, and, of course, emotional theory. The expression of regulating emotions is still ambiguous, because it may refer to how emotions regulate others, such as physiological thinking or behavior, or how to regulate one's own emotions. Gross stated "*the first definition of emotion regulation is along with emotion. Second, regulation refers to the heterogeneous processes that regulate emotions themselves*" (Gross, 2017: 7). Emotional regulation can muffle, intensify, or sustain emotions, serving individual purposes. Emotional regulation also changes the extent to which the response to the concurrent components of emotion is expressed and the physiological responses that occur in the absence of facial behavior.

3. Aspects of Emotional Regulation

a) Emotions Monitoring

Monitoring emotions is an individual's ability to be aware of and understand the whole process that occurs within, such as: feelings, thoughts, and the background of the action. This aspect is the basis of all other aspects. This means that self-awareness will help achieve other aspects. Monitoring emotions helps individuals connect with these emotions, thoughts, and relationships make the individual able to name every emotion that arises.

b) Evaluating Emotions

Evaluating emotions, namely the individual's ability, manage and balance the emotions experienced. Ability to manage emotions, especially negative emotions such as anger, sadness, disappointment, revenge, and hatred will keep the individual from being carried away and affected in depth. These results in individuals are no longer able to think rationally.

c) Emotion Modifications

Emotional modification is the individual's ability to change emotions in such a way as to be able to motivate oneself especially when individual is in a state of despair, anxiety, and anger. This ability makes individuals able to grow optimism in life. This ability makes individuals able to survive problems that is burdensome, able to continue to struggle when faced with obstacles big, and not easily give up and lose hope.

(Gross, 2007: 8)

Method

This study is descriptive and qualitative research. In order to examine the problem, finding and exploring representations, meanings, or enhancement of shared behavior patterns over time is needed the focus of descriptive qualitative research. Descriptive qualitative research tends to use

words rather than numbers. Therefore, researchers used data in the form of text.

“Qualitative research is a form of interpretive inquiry in which researchers make an interpretation of what they see, hear and understand. Their interpretations cannot be separated from their own background, history, context, and understandings.”
(Creswell, 2009: 176)

From the quotation above, it can be said that researchers' interpretations may differ from one another. All results depend on their understanding of what they see, what they hear, and what they understand based on their own history, context, and background.

Researcher only uses the literature study method, where all possible information, literature review and information findings from several journals or websites related to research are collected and taken as a source of information. Approach is a basic principle or element that a researcher uses in appreciating a literary work. Choosing and determining the approach is ensured by someone whose goal is to appreciate literary works, so that readers can use an approach.

This study is designed to explain an interesting topic about how to survive in dangerous situation through emotional regulation of the mind in the main character in the *Monster Hunter* film (2020) directed Paul W.S Anderson. Based on the above statement, the method used in this study was initially carried out by conducting library research to produce research data. Data were scrutinized for the purposes of this study by attempting to analyze films that describe emotional regulation of mind.

Findings and Discussion

The data analysis is conducted based on the theory that is already explained above with a consideration of the relevant issues. The data collected from *Monster Hunter* (2020) movie presents the finding about emotional regulation in the movie. The finding will be showed in discussion below.

At the beginning of the film, we will be served with the words "it is very possible behind our sense perceptions there is a hidden new world that we are not aware of". The first sample is emotion monitoring when Artemis is on a mission to find the missing Bravo team for no reason. Finally she carried out this mission with 5 of her teammates.

SOLDIER [ON RECORDING]: <i>
Falcon Main, this is Bravo Team.</i>
<i>Falcon Main, this is Bravo Team. Do you copy?</i>
<i>Storm incoming. Zero visibility.</i>
<i>Request immediate support.</i>
<i>[RAPID GUNFIRE]</i>
<i>Falcon Main, something's in here with us.</i>
<i>Send immediate support.</i>

<i>[MAN SCREAMS, THEN STATIC]</i>
(*Monster Hunter*, 00:05:08)

The conversation above is evidence from the Bravo team's radio recording before it lost contact with the base. Artemis here listened to the broadcast while she was tracking and searching the place before the bravo team disappeared. There was worries on Artemi's face when she was searching and listening to the radio recording. So the emotion monitoring that happened was when he went on a search mission because a friend at the UN was missing, his team immediately started a search.

MARSHALL : Ma'am.
ARTEMIS : Marshall.
MARSHALL : Link found something half a klick ahead.
ARTEMIS : Bravo Team? Think so.
(*Monster Hunter*, 00:05:37)

This dialogue was a conversation between Artemis and her troop named Marshall who was reporting that Link found something about the disappearance of the bravo team. This is where the feeling of worry from a leader appear. All reports submitted by the team will definitely pointed the bravo team "ARTEMIS : Bravo Team? Think so.". Artemis is also a leader who is respected by all her team members. As an example of the dialogue that Axe and Steeler had when they were about to continue their journey to find the missing of the bravo team's members with their weapons, signals, vehicles which was leaving no trace.

AXE : She's a woman, but she still manages to make that sound like an insult.
STEELER : Get used to it.[ENGINE REVS]
(*Monster Hunter*, 00:05:51)

Artemis and her members continued their journey and saw the traces of the bravo team. strangely with their heavy steel vehicle the traces could just vanish as if swallowed by the earth. While she was talking to her team about incident, it turned out that a storm suddenly came. They tried to avoid the storm but still got into the storm. Surprisingly upon entering the storm they felt like they had been teleported from one place to another. Sure enough they were teleported to a place other than Earth because the compass did not work and the place was not in the map Artemis had brought. She ordered her members to climb a fairly high hill to see the situation around. The member apparently saw the vehicle used by the Bravo team.

After that, Artemis approached the site of wrecked vehicle because there might be a clue by the discovery of the vehicle. there is a modification of emotions when Artemis will approach the Bravo team's vehicle. The feeling of being wary of Artemis occurs because she do not know what danger she was facing. She immediately thinks clearly and immediately orders her team to

make a V formation "ARTEMIS: V-formation. Move out". For the guarding purpose if there maybe an unknown enemy ambush and attack them immediately because they are in place that no one knows.

ARTEMIS : V-formation. Move out.
(*Monster Hunter*, 00:12:11)

When they arrived at the vehicle, Artemis and her members were shocked because the Bravo team's vehicle had been destroyed. The even more surprisingly was they saw that the member of bravo team were all dead. That was where all the victims were found, even the victims were in an unfit or incomplete condition. Here, what happened to Artemis is a modification of emotion. Because when she answers question from her team members.

MARSHALL : What do we do about them?
ARTEMIS : When we get comms, we'll call in recovery assets
to retrieve the bodies.
(*Monster Hunter*, 00:11:47)

The conversation above was question and answer between Artemis and her members around bravo team's dead body while at the desert after the incident above. At this scene, Artemis answers with a positive mind and indicates that she thinks rationally. Se do not know who the culprit is and end up not thinking about taking revenge first. She prefers to continue her journey and find her way home so she can call for help carrying the body of the bravo team

After continuing the journey, it turned out that Artemis and her team members fought back a sand monster. That was very large monster and wild beyond the dinosaurs. Axe and Steeler died here and made Artemis angry. Because Steeler sacrificed himself to make her friends to escape.

However, when they managed to hide, Artemis was also succeed to overcome the negative emotions. Because it was proven in such a situation, Artemis could still think rationally to continue to find a way out. She also motivated the remaining members, because Dash's condition was desperate at that time. The conversation below takes place between Artemis and Dash who are scared, Artemis actually feels scared too but she hides it from the rest of her members so that their morale can be maintained.

ARTEMIS : Dash, hey.
ARTEMIS : I got three. You?
DASH : What?
ARTEMIS : Three mags left.
(*Monster Hunter*, 00:21:27)

There is a process of emotional modification because Artemis prefers to continue her journey and she is able to motivate her members to

survive. Her motivation is to convince a desperate Dash to remain optimistic about continuing the journey with the remaining bullets exist.

The next sample is when Artemis regain her consiousness and she has come out of the monster's net trap. When conscious with shortness of breaths because in the trap she cannot breathe. It turned out that Artemis was already in a monster's nest and surrounded by countless monsters.

Emotion monitoring occurs when Artemis finds Dash's dead body still in a trap and all of her friend's bodies except for Link. The below is the conversation that happened to Artemis herself, she screamed because she found Dash's dead body in the monster's web.

ARTEMIS : Dash.
(*Monster Hunter*, 00:25:33)

She was feeling, sadness, pain, and deeply traumatized by being left alone and unable to help her team members. After this incident actually happened an emotional modification. Artemis did not drag in sadness, she immediately took the necklaces on the bodies of her members. If Artemis survived, it going to be serve as a final tribute when their body was not there. Not only that, Artemis thought smart by looking for the remaining equipment around so that she could use it to survive. She brought gas spray, flare, some bullet casings, and also leftover medicines.

LINK : You're alive.
ARTEMIS : Link.
(*Monster Hunter*, 00:28:10).

The above conversation occurred between Artemis and Link while she was continuing her journey down the tunnel of nest monster. On the way she was surprised to meet Link who was still alive. However, Link was in pain, so Artemis helped him to walk. On their way, they were blocked by several monsters, and Link told Artemis to leave.

ARTEMIS : You gotta go!.
(*Monster Hunter*, 00:29:19)

The dialogue above was when Link told Artemis to leave but she also supports Link so he can go with her. Misfortune befell on Link, at that moment Link was immediately snatched by a monster. Artemis could not just leave, she used gas sprays and flare to fight the monster. It was a shame that Artemis' wasted efforts could not save Link.

The emotion modification that occured when Artemis' monitoring emotions occurred while Link was still alive and told her to leave. But she take the fight to the monsters with the previous equipment. She also strike the monster with bullets at the burned monster when her leg were pinched by monster and she was almost on her way out.

ARTEMIS : Nice life you've.
(*Monster Hunter*, 00:39:55)

The dialogue above occurs to Artemis who was feeling afraid while being held captive by the hunter. The next monitoring emotion is when Artemis is tied up and held captive in hiding place of the hunter. She felt anxious and desperate because there were monsters outside and there was the enemy inside which was the hunter. Artemis said that because there were a lot of monsters hanging around outside. So Artemis was also actually grateful for being brought to the hunter's place. In order to make it easier to understand the problem above, I will tell the previous incident. In this section I will probably tell the story at length so that the reader will not be confused by the storyline. After Artemis survived the monster's nest she rested for a while, then continued her journey to find a way out. While she was walking under the dunes, Artemis felt like someone was following her from behind. Artemis was indifferent as if it was just her feelings. Feeling happy, she finally found traces of life because there was a large sailing shipwreck. She had high hopes when she saw that the wooden bucket would be filled with water, but it only contained sand. After that he tried to enter, then looked for items or food that he might be able to take. When she was inside, she did not find anything. Her feeling was right when she felt someone was following him. A fight broke out between Artemis and an unknown person on board and Artemis lost this fight so she was taken away.

After the emotion monitoring incident above, two effects occur in Artemis's emotions. The first is an emotional evaluation where Artemis thinks of a way to escape and takes revenge to the hunter. Sure enough, even the day when the hunter was praying she tried to cut the rope that tied her with a stone and then she pretended to be asleep. In the morning, Artemis was still pretending to sleep when the hunter was out. After the hunter has back to the hideout, Artemis has been hiding behind the door and hit him from behind. Artemis had already raised him and sneered as she drank water in front of the hunter. The dialogue below occurred when Artemis felt angry with what the hunter did before and also feels happy because she can escape and avenge the hunter. This event happened in the morning in the hunter's hiding place, after the hunter checked situation on the outside.

ARTEMIS : See how you like it.
ARTEMIS : Cheers.
(*Monster Hunter*, 00:42:01,562)

The conversation below took place between Artemis and the hunter, at the hunter's hiding place. Artemis looks angry at the hunter for kicking the bucket filled with drinking water. So Artemis took revenge and threw the doll that the hunter used to pray. After that there was a fierce fight between Artemis and the hunter.

ARTEMIS : Oh, you spiteful little bastard.
 THE HUNTER : Hey. How about that?
 ARTEMIS : Yeah. You don't like that, huh?
 ARTEMIS : Not so funny now, huh?
 (*Monster Hunter*, 00:42:15)

Artemis here looks angry, it seems obviously when she says "I'll kill you. (*Monster Hunter*, 00:42:50,524)". Therefore, she was forced to throw the doll so that the hunter looks angry. Artemis was satisfied with that for what the hunter has done to her.

The next section I will present the modification of emotions that occur after the emotion monitoring above. It started when Artemis made the hunter angry. The hunter did not accept it because Artemis had thrown his sacred item. Then he was able to free himself with his hands still tied, the hunter fought Artemis in his hiding place until they both fell out of the hiding place. When they fell, unexpectedly the hunter entered the spider monster's nest.

This is where the Artemis's emotion modification occurs "ARTEMIS: Come on! Push! Push!" (*Monster Hunter*, 00:44:23,748) said Artemis when he was about to pull and help the hunter who was about to enter so as not to be drawn into the hole because his legs were clamped by the monster. Why does emotional modification occur? Yep because in this section Artemis thinks to help him and not harm him after what the hunter did to him. After being pulled out and untied (the hunter), the hunter still fights against Artemis. But Artemis managed to convince the hunter by giving a chocolate that he brought for the hunter so that the hunter could believe in her good intentions. In the other hand, the hunter also gave the typical drink of that place. Artemis also thinks that the hunter is not his enemy and there are more dangerous opponents. Therefore she is looking for friends (the hunters) to defeat more dangerous opponents (monsters).

ARTEMIS : I'm not your enemy.
 ARTEMIS : Wait, wait.
 ARTEMIS : One second. Look. Look.
 ARTEMIS : Food. Here.
 ARTEMIS : Take it.
 ARTEMIS : Here, give it to me.
 ARTEMIS : Look, look.
 ARTEMIS : Mmm, so good.
 THE HUNTER: Mmm.
 ARTEMIS : Mmm.It's good, right?
 ARTEMIS : Oh, wow.
 ARTEMIS : Heh. Slow down. Okay, it's good.
 ARTEMIS : It's chocolate.Hmm?
 THE HUNTER : Chocolate.Chocolate.
 ARTEMIS : Yeah, chocolate.

(*Monster Hunter*, 00:45:02)

The conversation above took place between the hunter and Artemis after she managed to save the hunter and also succeed to make him her friend. So that readers can understand and not confused about the monster characters that dominate this film, I will presents and describe 4 types of monsters that are dominant in this film. The monster named Diablos is like a rhinoceros with two horns but its body is much bigger than a rhinoceros, emerging from the sand. The Diablos monsters in the film are not of the usual type of Diablos, but it is a Black Diablos. The thing that make it even more terrifying is that the Black Diablos that appear are female Black Diablos who are currently mating which means she is turned very aggressive towards the territory she is protecting. This female Black Diablos also more often dives into the sand and attacks anyone who tries to break through her territory without mercy. Then there is the Apceros monster, in one of the moments or scenes, we see a group of small monsters that look like rhinos gathers on the shores of the lake. They are drinking and eating grass at there. Even though Apceros had a small body, and it is not very dangerous, that do not means this monster can be underestimated and will not give a threat to hunters. They are one of the threats that players have to watch out for. Even so, Apceros were monsters that were usually hunted for food. Then the Nerscylla monster is probably the scariest monster. This monster is a large black spider that usually hides behind rocks or caves. Nerscylla itself is the first giant spider that hunters have to face. Just like Diablos, Nerscylla that appears in the trailer is another type of this kind of monster. Just like spiders, Nerscylla will attack enemies with their webs and shoot them at the enemy's face. Once the enemy is unconscious, they will wrap around him with the webs, and then eat him. The terrible thing about Nerscylla is when this monster manages to kill an enemy, it will use its enemy's skin. The next is Rathalos monster, towards the end of the trailer, we see a scene when the figure of a giant dragon monster lands on an American military ship. The dragon monster then damaged the ship and knocked it down. The dragon monster is Rathalos. Rathalos must have always been shown as a male monster. Rathalos is the biggest flying monster in the movie, its attack is shooting fire from its mouth and it is so hot even turn sand into glass because the extreme heat which is unreasonable."

Continuing after Artemis befriend with the hunter, there are Artemis' emotional evaluation factors. Artemis starts to talk about the weapons in his war car could kill Diablos.

ARTEMIS : Hey, over there...

ARTEMIS : I have weapons.

(*Monster Hunter*, 00:47:46)

The conversation took place while Artemis was showing the guns in the car, but the car was in the middle of the sand which meant it also had to outwit

Diablos. The hunter has a plan and the plan was to poison Diablos with the poison of Nerscylla so that Diablos sleeps.

ARTEMIS : We poison it.
ARTEMIS : Smart.
ARTEMIS : To kill a monster, you need a monster.
(*Monster Hunter*, 00:48:43)

The conversation occurred when the hunter with his language gave Artemis an idea to defeat the monster. Artemis became bait to get the nerscylla poison and they managed to get the poison. She also learned to fight using the hunter's weapons on her ship and made traps on her ship to outwit Diablos' movements. Night came, Artemis and the hunter returned to take refuge in the place where Artemis was originally detained. There they share many stories about each other's lives, the surprising thing is that the doll used to pray for the hunter turns out to be a symbol of his family who is no longer there. Days changed, the battle against Diablos finally happened, at the beginning of the fight almost failed to outwit Diablos. Luckily, the hunter was willing to be bait. Because the weapon in the car didn't hurt Diablos at all. In the end, Artemis won the battle by stabbing his longsword in the middle of Diablos' head and shooting her eyeballs with Nerscylla's poisoned arrows.

However, the hunter was seriously injured, at this moment there is an emotional modification factor from the Artemis problem when she is treated badly by the hunter. If Artemis was still angry, she can leave the hunter who was seriously injured. Precisely Artemis do not take revenge and help him, she used Diablos skin to attract and carry the hunter's body. Even during a sandstorm, Artemis' sincerity is very clear to help the hunter because it was seen when he made a tent in a bad condition. when she injected medicine into his body he also attached a doll to pray for the hunter and asked that the doll could also protect the hunter.

ARTEMIS : Come on!
ARTEMIS : Watch over him!
(*Monster Hunter*, 01:04:04)

In this dialogue, Artemis looks very worried about the state of the hunter and also makes a suggestion to the doll used by the hunter to pray.

The next moitoring problem was actually happened when Artemis was captured and thrown into prison on a hunter's ship. But in that incident there was no evidence of the conversation, so I started with the story where after they both survived, there was an attack by the rathalos monster in the forest while Artemis and the hunter were resting. The two of them tried to save themselves in order to get out of the forest, while they were escaping it turned out that there were friends from the hunter and the admiral (chairman) to try to help Artemis and the hunter. This is where Artemis's conversation takes place which was thanking to admiral with a happy heart for being saved.

ARTEMIS : Thank you.
ADMIRAL : Don't thank me yet.
(*Monster Hunter*, 01:11:31)

It turned out that when the admiral said that he also punched Artemis in the face until she passed out. When she woke up, it turned out that Artemis had been held captive by this group of hunters. The monitoring emotion that occurs here is when he is happy because someone is helping, but instead gets angry because she is like a criminal who is arrested and detained in prison even the hunter cannot help get out of the prison.

After there was no one to guard her Artemis tried to escape with the bench she was in jail and hit the padlock holding her in jail. When she was able to escape, he met the cat chef and also the hunter. Then the hunter invited her to meet the Admiral.

ARTEMIS : How did I get here?
ADMIRAL : I believe that the answers we both seek lie here.
ADMIRAL : At the peak of that mountain lies the Sky Tower.
ADMIRAL : Remnants
ADMIRAL : of an ancient civilization.
ADMIRAL : Very advanced. Very dangerous.
(*Monster Hunter*, 01:14:47)

The conversation above took place between Admiral and Artemis while watching the outside world. Artemis's emotions changed after she was arrested she did not have a grudge but was even more excited because she got more friends. The conversation was proof that Artemis was ready to find a way and cooperate with the hunter group.

ADMIRAL : It is said
ADMIRAL : that the Ancients knew how to travel between both worlds.
ADMIRAL : I believe that is the purpose of the Sky Tower.
ADMIRAL : That is what brought you here.
ARTEMIS : What happened to this ancient civilization?
ADMIRAL : They destroyed themselves.
ADMIRAL : Their technology turned on them.
ADMIRAL : You think my world had something to do with it.
ADMIRAL : I suspect. But an open gateway between our two worlds
ADMIRAL : was catastrophic once.
ADMIRAL : I intend to make sure that doesn't happen again.
ADMIRAL : We were on our way to investigate the Sky Tower
ADMIRAL : when we strayed into the Diablos.
ADMIRAL : That's where I lost my friend here.

ADMIRAL : Tending to the wounded and repairing the ship was our first priority.

ADMIRAL : But now we resume our mission.

ADMIRAL : The Ancients would guard their technology

ADMIRAL : with the most fearsome of creatures, a Rathalos.

ADMIRAL : Almost impossible to kill.

ADMIRAL : Their only weakness is just before they breathe fire.

ADMIRAL : You help us with the battle ahead,

ADMIRAL : perhaps we can help you get home.

(*Monster Hunter*, 01:15:07)

The dialogue between Artemis and Admiral above describes the process of evaluating an Artemis's grudge against this monster. happened after they saw ancient books about the origin of ancient sophisticated tools and the weakness of Rathalos. Artemis' emotional evaluation takes place here, because she has a grudge against the dragon and Artemis is ready to help the hunter group to kill the Rathalos. So that Artemis can return to the real world.

This section is the final discussion, taking place when Artemis has managed to return to the real world. But Rathalos can also be teleported to the real world, it turns out that the teleportation gate of these two worlds is not closed. The monitoring emotion that occurs in this scene is that when Artemis was carried into the plane, but then the plane had fallen because it was attacked by a monster. In this situation Artemis was in a state between conscious and unconscious due to the tranquilizer injection. When she woke up, it turned out that the soldier were being attacked by Rathalos and many members of the UN army were killed. This is what makes Artemis' monitoring emotions appear.

ADMIRAL : A Rathalos.

(*Monster Hunter*, 01:26:28)

The dialogue above is evidence of Artemis's emotion monitoring taking place. Artemis in a semi-conscious state saw the rathalos kill and attack the UN army. It turned out that Artemis felt anxious and afraid, in her anxiety it was like dreaming or delirious, there was an ancient book that the Admiral had shown while on the hunter's ship. In her semi-conscious state there was also an Admiral like reminding the monster's name and also the way to kill these Rathalos.

ARTEMIS : Come on!

(*Monster Hunter*, 01:29:29)

This dialogue occurred when Artemis was fighting the Rathalos. She looked very, very angry because many UN army were killed there. It was clear

to be seen from her anger that Artemis had a grudge against the monsters. So what happens to Artemis here is an emotional evaluation.

ARTEMIS : We have to get back.
ARTEMIS : We have to shut the Sky Tower down.
ADMIRAL : Let's try to live through this first.
ARTEMIS : Copy that.
(*Monster Hunter*, 01:32:39)

A dialogue takes place between Admiral and Artemis when the teleportation gate opens and they will fight the Rathalos. It turns out that, there is an emotional modification and not an emotional evaluation because of a grudge against the Rathalos. It turns out that Artemis and the hunter group are thinking of a way to save the whole world rather than just being driven to a grudge.

Conclusion

The first conclusion leads to artemis emotion regulation which consists of 3 aspects. Artemis' first emotional monitoring to save friends, survive, and also to save her world and other worlds. then there is an emotional evaluation that occurs because of several important things such as losing a friend and also being hurt by the hunter. the last aspect is the aspect of emotional modification, where artemis can think rationally and also think to be able to save the two worlds from destruction and survive.

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