

THE RECONSTRUCTION OF GEN Z STEREOTYPES IN *JUMANJI: WELCOME TO THE JUNGLE* (2017) BY JAKE KASDAN

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Abstract

This study is aimed to analyze: (1) Gen Z stereotype portrayed in *Jumanji: Welcome to the Jungle* (2017), (2) the reconstruction of Gen Z stereotype that is depicted in *Jumanji: Welcome to the Jungle* (2017). As the objective research, this study uses descriptive qualitative method to analyzed the film entitled *Jumanji: Welcome to the Jungle* (2017) directed by Jake Kasdan. The collecting data of the research method includes watching and reading, identifying, classifying, and selecting. The analyzing data of the research method by using data collection, data reduction, data display, and conclusion. The researcher analyzes the data by using theory of popular culture, approaches on stereotype, and Gen Z stereotype. The result of the study: (1) Gen Z stereotypes portrayed in the *Jumanji: Welcome to the Jungle* (2017) such as concern about mental health, experience the negative impacts of technology, and thirst for validation. (2) the reconstruction of Gen z stereotype that is depicted in *Jumanji: Welcome to the Jungle* (2017), such as good problem-solving skill, confident, respectful and sense of empathy

Key words: Popular culture, Stereotype, Gen Z

Introduction

Gen Z has other names such as zoomers, Gen Zeers, and IGeneration. Based on the trend report published by Meta in the Gen Z Trend Report 2022, Gen Z currently dominates the world's population with a percentage of 41% or around 3.2 billion people. This generation was born after gen millennial, between 1997-2012 (Brown, 2020). Recently, generation Z also known as Gen Z has often become a topic of conversation both on social media and in real life because of their traits.

According to the society, there are several stereotypes of Gen Z in each field. First, Gen Z is concern about mental health such as prone to anxiety, emotional discomfort, lack of self-confidence. In the field of impacts of technological developments Gen Z considered to experiences FOMO, technology addiction, lazy generation, poor social interaction, thirst for recognition, unadaptable. In social matters, Gen Z considered that tech-savvy, fast learners, and tolerant.

Gen Z is often considered a generation that has poor characteristics when compared to previous generations, but every generation has its own uniqueness in terms of lifestyle, habits, and characteristics. There are several positive traits of Gen Z that the world does not yet know about. Not everyone from the same generation has the same traits. Each person is special with its own advantages and

disadvantages.

Based on issue above, the researcher takes study under the title “*The Construction of Gen Z Stereotypes in Jumanji: Welcome to the Jungle (2017) by Jake Kasdan*”. The problem statements that will be discussed in this study are formulated as follows:

1. How is the Gen Z stereotype portrayed in *Jumanji: Welcome to the Jungle (2017)*?
2. How does *Jumanji: Welcome to the Jungle (2017)* depict the reconstruction of Gen Z stereotype?

Based on the problem of the statement above, the research objectives can be stated as follows:

1. To discover the stereotypes of Gen Z that portrayed in the *Jumanji: Welcome to the Jungle (2017)*.
2. To explain the reconstruction of Gen Z stereotype that depict in the *Jumanji: Welcome to the Jungle (2017)*

This research aims to help readers understand the characteristics of Gen Z from *Jumanji: Welcome to the Jungle (2017)*. Recognizing their characteristics will make it easier to deal with Gen Z. For Gen Z themselves, they can figure out their potential and shortcomings, and how to deal with them.

This research is expected to provide a comprehensive contribution to the field of popular culture. In particular, it can provide further understanding about the uniqueness of Gen Z compared to other generations. Besides, future researchers can use this study as a reference to assist in a more in-depth Gen Z analysis of any literary work. Additionally, this research can encourage readers to think about the depiction of Z generations not only in *Jumanji: Welcome to the Jungle (2017)*, but also in other literary works.

Literary Review

Popular Culture

Nachbar and Lause (1992:11) simplified that “*popular culture is as much about history as it is about news, as much what we were as about what we are.*” In *Popular Culture* (Strinati, 2004:15, popular culture is defined by McDonald as a dynamic force that destroys ancient boundaries, traditions, tastes and all kinds of differences. The presence of popular culture in society cannot be separated from the influence of technological advances and globalization. So as a result of this global epidemic brought about by popular culture, it no longer finds boundaries in the human life system. Whether it is in the form of restrictions on age, gender, social status, or other differences.

Stereotype

Stereotype is a point of view or belief held by a society regarding a phenomenon, people, or things that can be true or false. According to Nachbar and Lause (1992) stereotypes are beliefs that are recognized on a mass scale even though they have the possibility of occurring in real or just imagination. Stereotype objects become frequently discussed or famous, possibly because of descriptions from mass media that spread and are ultimately believed to be the truth.

Gen Z Stereotype

Every generation definitely has its own stereotypes. According to the society, these are several things about Gen Z that are considered characteristics of this generation which is spread both on social media and in the real world.

1. Concern about Mental Health

In a survey conducted by The Harris Poll for the American Psychological Association (APA), more than a third of young adults aged 18 to 23, also known as Gen Z said that their mental health was deteriorating. That is why Gen Z often experiences the following things:

- a. Gen Z is prone to anxiety. Generation Z may perceive the world as unsafe or have greater global awareness about how their world is like (Twenge, 2017).
- b. Emotional discomfort. A survey, *Monitoring the Future*, students in the eighth and tenth grades were questioned about their propensity to take chances and commit risky behaviors. Compared to the 2000s, when more than 50% of teenagers agreed with the statement, less than 40% of teens in 2015 said they "like to take risks sometimes" (Twenge, 2017).
- c. Insecurity and lack of self-confidence. Eighty percent of girls claim to have used an app or downloaded a filter to alter their appearance in pictures, according to the Boys & Girls Club of America.

2. The Impact of Technology

Gen Z is active in communicating through social media and other digital platforms. They are comfortable with using technology to connect with others, even those who are far away. The stereotypes about Gen Z related to social media are as follows:

- a. FOMO (Fear of Missing Out) The people most likely to experience FOMO in this digital age are individuals who belong to generation Z or are post-millennials. While FOMO can strike everyone, it seems to be more prevalent in Generation Z
- b. Technology addiction. According to John (2023), Gen Z students need to socialize more because they are self-centered, indolent, and less driven. They are not paying attention to the presentation and are more preoccupied with their phones than learning during the class.
- c. Gen Z is often referred to as the lazy generation. Gen Z expects everything to be instantaneous since they live in a time where everything happens instantly.
- d. Poor social interactions. The incapacity to engage in face-to-face communication is another drawback that previous generations have linked to Generation Z. They have no idea how to have face-to-face conversations, because they always have technology at their fingertips.
- e. Gen Z thirst for recognition and validation. Gen Z was raised by parents (Gen X) who thought the outside world is very difficult and received little appreciation for any participation. Therefore, Gen Z is often referred to as a generation that really needs recognition and validation for their efforts and contributions.
- f. Gen Z complains the most dan unadaptable. This generation grew up pampered by sophisticated technology that makes daily activities easier. This is also often seen as a factor in them often complaining about many things and having difficulty adapting.
- g.

3. Social Matters

There are several things that are considered very attached to Gen Z, as follows:

- a. Tech-savvy. Gen Z is the first true digital native generation, having grown up with technology, the internet, and social media. They are highly skilled in using digital tools and are comfortable with information being immediately accessible.
- b. Collaboration and fast learners. Gen Z is highly collaborative and social, and they care deeply about others. They value mentorship and want the opportunity to mentor/train others. Gen Z is quick to learn because of the wide access to information. They can process information quickly and compete in any organization.
- c. Diversity and tolerant. Based on the 2020 child population census released by the Annie E. Cassie Foundation in April 2023, the number of children in the United States is declining, but they are becoming more diverse and are undergoing significant state and local level changes.

Methods

Qualitative research is the research method which is used in this study. According to Moleong (2016:6), qualitative research is research that intends to understand the phenomenon of what is experienced by research subjects such as behavior, perception, motivation, action, etc., holistically, and by means of description in the form of words and language, in a context specifically natural and by utilizing various natural methods. Film entitled *Jumanji: Welcome to the Jungle* (2017) is the object in this study directed by Jake Kasdan that released in 2017. The film published sentences of subtitle, also focus on behavior in the film. The types of data that is used are main data which is collected from the conversation in the film, and supporting data which is collected from some sources, like books, internet, and journal that can support the research.

In this study, observation is the primary mode of data collection. The steps involve reading the scripts and viewing the movie. They also involve classifying and choosing the data, as well as identifying the data from the subtitles and scripts.

There are four processes involved in data analysis in qualitative research, including: data collection, data reduction, data display, and conclusion.

Findings and Discussion

The research analyzes the issue in this chapter. The issue is about the Gen Z stereotype portrayed in *Jumanji: Welcome to the Jungle* (2017) and the reconstruction of Gen z stereotype that is depicted in *Jumanji: Welcome to the Jungle* (2017).

1. The Gen Z Stereotype Portrayed in *Jumanji: Welcome to the Jungle* (2017)

The Concern about Mental Health

a. Emotional Discomfort

Gen Z is considered to have discomfort in socializing. This is reflected in the character Martha who represents Gen Z with her discomfort when facing social interactions due to fear of rejection.

This is reflected in the following dialogue:

Bethany : "Noah likes it when I show some skin. It's like the key to our relationship.
 Martha : "Ew."
 Bethany : "Judgy much? Seriously, I can't even open my mouth around you. You don't even know me, but you, like, decided you hate me."
 Martha : "Oh, wait a minute. I don't hate you."
 Bethany : "You don't?"
 Martha : "No. Look, I just think you live in, like, the 'hot popular girl' bubble. Where everybody either treats you like a princess or like an object. Maybe it makes you a little self-absorbed or something?"
 Bethany : "That's fair. But do you think maybe the reason why you're so judgy is because you're, like, afraid that people aren't gonna like you, so you decide not to like them first?"
 Martha : "No. Maybe. Maybe."
 Bethany : "Okay, then."
 (*Jumanji: Welcome to the Jungle*, 2017, 00.41.00 – 00.41.51)

The conditions above occurred when Martha and Bethany were walking together, while Spencer and Fridge were left behind. Martha has several times shown her reactions of emotional discomfort or dislike towards Bethany's lifestyle and movements as a popular girl at school. She answered with a short word "**Ew**" for the response of Bethany's key in relationship with her ex. Martha does not comfortable with Bethany's style and she shows instantly in impolite way. The word of "**Ew**" is indicated something disgusting.

On the other hand, Bethany also felt emotional discomfort because Martha's response is rude. Bethany realizes that she is being judged by Martha by saying, "**Judgy much? Seriously, I can't even open my mouth around you. You don't even know me, but you, like, decided you hate me.**" From this statement Bethany shows her discomfort feeling for Martha's harsh opinion and Martha's hatred for her.

Actually, Martha has her own reason for having emotional discomfort especially when interacting with new people and popular, by chance. It is because she is afraid of not being liked by them. Even though she is initially evasive, Martha admits that she is worry about getting rejection in the end by saying, "**No, maybe. Maybe**" for Bethany's statement, "**That's fair. But do you think maybe the reason why you're so judgy is because you're, like, afraid that people aren't gonna like you, so you decide not to like them first?**" It is clear that Martha has a tendency to not like making friends and often experiences emotional discomfort because worry or afraid of being rejected.

b. Insecurity and Lack of Self-confidence

The feeling of insecurity and lack of self-confidence in this film is often experienced by the female character. It can be proven from the following dialogue:

Fridge : "Oh, my God. Yes, yes, yes! Yes, yes! I'm back, baby!"
 Bethany : "I will never complain about my body ever again. Oh, thank God. Oh, I missed you. Where's Alex?"

(*Jumanji: Welcome to the Jungle*, 2017, 01.40.40 – 01.40.56)

Bethany indicates a feeling of insecurity about her body. Since being trapped in the video game, Bethany has become a fat middle-aged man, this is in direct contrast to her physical condition in the real world. Bethany is a popular and beautiful girl, but she often complains and does not feel confident about her physical appearance. This is proven from the dialogue below. It happens when she manages to get out of the Jumanji game world and return to her original body.

Bethany's first words after she came back to her body have many deep meanings. Bethany said, "**I will never complain about my body ever again. Oh, thank God. Oh, I missed you...**" The sentence expresses her feelings. Bethany's statement simply contains three things, pleasure, regret, and gratitude.

She feels happy because everything is back to normal. In addition, Bethany also regrets having often complains about her physical appearance. She feels insecure before being trapped in the video game. Bethany even promises not to complain about her body anymore. Finally, Bethany felt grateful, after returning to the real world, and becoming someone else and seeing the shortcomings of others make her realizes that she must respect herself and appreciates her physical appearance or her body. That is why Bethany said she missed her body.

The Impact of Technology

a. FOMO (Fear of Missing Out)

The character in this film who often experiences FOMO is Bethany. She wants to update her status on her social media regarding changes in her vital organs. This moment occurred when Bethany and her friends had just completed a difficult level. Because of this tension, Bethany felt the need to urinate. Spencer and Fridge also felt the same way. That is why she asked Fridge to help her how to pee like a man. As a girl in a man's body, Bethany was amazed that her vital organs had also changed and she found it easier when she wanted to urinate. It shows on dialogue below:

Bethany : "Wow, wow, wow! Oh, this is so much easier!"

Fridge : "It's cool, right?"

Bethany : "Yeah, because you have, like, a handle. The fact that I'm not Instagramming this right now is insane."

(Jumanji: Welcome to the Jungle, 2017, 00.39.34 – 00.39.46)

From the conversation above, Bethany's expression indicates that she is a typical teenager who always has to be updated on everything new or surprising. She said, "**Yeah, because you have, like, a handle. The fact that I'm not Instagramming this right now is insane.**" Even though the changes of her vital organs clearly a matter of privacy that should not be shown on social media, Bethany implies as if it is normal. It also means that Bethany has inconsiderateness and she does not have the ability to differentiate between important matters and trivial ones. At that time, she even felt quite strange and unusual about herself for not updating her status on social media. This proves that Bethany is indeed a typical teenager who must always update everything impressive on her social media. She is a representative on of the Gen Z stereotypes.

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b. Technology Addiction

Bethany is the only character in this film who is very addicted to her phone. She represents Gen Z very accurately according to the stereotypes that society has given to Gen Z. It is shown in this following dialogue:

Martha : "Uh, I have a tattoo. My mom always said she'd kill me if I ever got a tattoo."

Fridge : "What is this?"

Spencer : "I have one too. Sometimes."

Bethany : "Wait a second. Where's my phone?"

(*Jumanji: Welcome to the Jungle*, 2017, 00.19.57 – 00.20.11)

The conversation above occurred when Spencer, Martha, Fridge, and Bethany had just entered the video game and changed into the avatars they chose. There are so many changes that happened to them, from their voices, outfits, and even their hair. In essence, each of them has really changed physically. Bethany's friends were confused about their current condition, but Bethany was surprisingly confused about something else that not really important according to the situation.

It is viewed that Bethany is not as concerned about her body condition as Martha and Spencer who are worried because they suddenly have some tattoos on their wrists. Rather than worrying about that, Bethany is more concerned about another things. She shows her addiction to technology through her question, "***Wait a second, where's my phone?***" It is clear that she must always have her phone with her. Bethany tends to feels restless and uncomfortable without her phone and considers nothing more important than losing it. If it is true that she does not have that tendency, then Bethany will react the same as her other friends. She would worry about something more important rather than her phone. With that question, Bethany proves that her phone is her priority.

c. Poor Social Interaction

Martha become one of the characters who proves that Gen Z has poor interaction skills. It can be seen in dialogue below:

Martha : "Is that what you tell yourself when you're scared?"

Bethany : "Can you not judge me for two seconds? I split up with Noah, I turned into a guy, and I cannot find my phone. I am allowed to be upset."

(*Jumanji: Welcome to the Jungle*, 2017, 00.08.37 – 00.09.21)

Martha seemed to judge Bethany by saying, "***Is that what you tell yourself when you're scared?***" Martha asked this question in a casual tone without

considering if it will hurt Bethany's feelings or not. Bethany's answer clearly shows how hurtful Martha's question is. Bethany even described her sadness in detail. She even asked back about her condition that seemed inappropriate to feel sad or disappointed.

On the other hand, Bethany's answer proves that Martha has poor social interaction. Martha does not really consider the condition of the person she is talking to. She tends to just say what is on her mind. Martha focuses on fulfilling her curiosity rather than understanding other people's feelings. Martha is proof that Gen Z does have poor interaction skills, as assumed by previous generations.

d. Thirst for Recognition and Validation

In this film, the only character who often needs recognition is Fridge as shown in the dialogue below:

Martha : "Transportation sheds? what's that?"

Alex : "It's the next level. First time, my hot-air balloon wouldn't even take off. And then there was the whole plane thing I mentioned. And once I got down to my last life, I realized I was screwed. And that I was never gonna get out of here by myself. Half the stuff that came at me, I had zero way to deal with. You can't kill a black mamba with a margarita.

Fridge : "You sure can't. You need a zoologist for that."

(*Jumanji: Welcome to the Jungle*, 2017, 00.59.15 – 00.59. 42)

From Fridge's statement in response to Alex's explanation regarding his failure to get out of Jumanji by saying, "**You definitely can't. You need a zoologist for that.**" Indirectly, he states that he is very meritorious as a zoologist. In addition, Fridge's statement also means that his role is very much needed to get out of the video game. In the previous challenge, Fridge does manage to conquer a dangerous black mamba snake by removing its fangs. Therefore, he feels the need for validation and recognition from his friends

2. The reconstruction of Gen Z stereotype that depict in the *Jumanji: Welcome to the Jungle* (2017)

a. Problem-solving Skill

One of the characters in this film who represents Gen Z and has good problem solving is Martha. demonstrated good problem-solving skills, with her critical thinking. This moment happened in a tense and time-limited challenge. The jewel was accidentally thrown into a poisonous snake's nest. The time was already morning, where the consequence was that they would all die if the Jumanji curse did not disappear at sunrise. Because of the urgency, Martha made a risky decision. She asked Spencer to go to the top of the statue, where the jewel was placed, while she took the jewel from the poisonous snake's nest.

Martha's critical thinking is tested again when she is trapped with the Villain as known as Prof. Van Pelt and hundreds of poisonous snakes that are ready to bite her under the Villain's orders. Martha is forced to hand over the jewel or she will die

because venom is her weakness. He is really in a trapped and threatened condition as in the dialogue below.

Prof. Van Pelt : "I'll take that. Game over."
Martha : "I don't think so. Venom's my weakness."
(*Jumanji: Welcome to the Jungle*, 2017 01.35.29 – 01.36.02)

Martha's problem-solving ability was full of surprises. She chose to die carrying the jewel with her. Martha's death was not a vain death, her death was something genius. Martha managed to turn her weakness into an advantage. This is reflected in the statement, "**...Venom's my weakness**" At the moment she said this dialogue, Martha realizes that she can use her weakness to secure the jewel from Prof. Van Pelt. From the scene, when she died, she brought the jewel with her, then she came back to life by falling from the sky. In the end, at the right time, she finally gives the jewel to Spencer. This evidence shows how Martha's problem-solving skill can successfully be done as she finally takes the jewel away from the villain. It means that her problem-solving skill is effective, so she has the ability to make best decision in a critical situation.

Martha combined possibilities, weaknesses, and strengths in her way to decide important matter or move. Martha's critical and intelligent thinking managed to bring everyone to achieve a great success, which is to break the curse in Jumanji and return to the real world. Her brilliant idea is something admirable, because Martha makes the decision even under big pressure.

Confident

In this film, Fridge shows that he is a character who has good self-confidence. This moment occurred when Fridge managed to return to the real world. He was happy not only because he could return to the real world but also because he succeeded in return to his original body. This is depicted through the dialogue below:

Bethany : "Oh God..."
Fridge : "Yes, yes, yes! Yes, yes! I'm back, baby!"
(*Jumanji: Welcome to the Jungle*, 2017, 01.40.40 – 01.40.44)

Both in the real world and in the game, Fridge shows his confidence and the feeling of security as a black person. Fridge's first words after returning to his original body are, "**Yes, yes, yes! Yes, yes! I'm back, baby!**" This statement implies his great joy and satisfaction. This proves that Fridge has always been proud of his body.

Respectful and Sense of Empathy

Bethany also shows as a Gen Z who still has a respectful side and a high sense of empathy. This moment occurred when they managed to pass the canyon. In that happy moment, Alex was bitten by a mosquito which is his weakness. Fatally, Alex has no backup life. This means something bad will happens, because if Alex dies, he will completely disappear both from the video game and in the real life. Here, Bethany did something impressive as a representation of Gen Z, as in the dialogue below.

Alex : "Bethany, is that true? You gave me one of your lives?"
Bethany : "I mean, yeah, of course."
Alex : "Thank you."
(*Jumanji: Welcome to the Jungle*, 2017, 01.19.45 – 01.19.51)

Evidence of Bethany's good nature is reflected in Alex's statement, "***Bethany, is that true? You gave me one of your lives?***" She does a good deed by voluntarily giving her life for Alex. Bethany is clearly not responsible for her friends' lives, especially Alex. Alex is just a stranger she meets after they have same problem, which is being trapped in the video game.

Bethany's respectful nature and sense of empathy are proven by her answer to Alex's question, "***I mean, yeah, of course.***" She said it casually, as if giving on of her lives to someone else was not a big deal. In fact, they were still in the video game that full of danger. But Bethany still did it because she cared about Alex in the hope that they could get out of the video game together.

Conclusion

Based on the result of the analysis in the previous chapter, the researcher concludes that there are several Gen stereotypes in *Jumanji: Welcome to the Jungle* (2017). First, Gen Z are concern about mental health such as emotional discomfort, lack of self-confidence, and insecurity. Second, Gen Z experiences the negative impacts of technology, such as FOMO (Fear of Missing Out), technology addiction, poor social interaction and Gen Z are thirst for validation and recognition. On the other hand, Gen Z also has several traits or behaviors that are far from the stereotypes in society. There are some reconstructions of Gen Z stereotypes in this film. First, Gen Z has good problem-solving skills. Gen Z's critical thinking is proven by several characters such as Spencer, Martha, and Fridge. Second, Gen Z has good self-confidence. This whole time, Gen Z has been considered a generation that is easily insecure and lack of confidence, but in film *Jumanji: Welcome to the Jungle* (2017) proves that not all Gen Z experience this. This is presented by Fridge's behavior as a representation of Gen Z who always shows good self-confidence. The last is respectful and sense of empathy. Although not many people know it, but the fact shows that Gen Z has high respect for others and also sense of empathy. This is often shown through several behaviors of Gen Z characters in this film, they are Spencer and Bethany.

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