

ABSTRAK

DEVIASI TOKOH DAN ALUR DARI NOVEL *RANAH 3 WARNA* KARYA AHMAD FUADI KE FILM *RANAH 3 WARNA* KARYA GUNTUR SOEHARJANTO DAN IMPLIKASINYA TERHADAP PEMBELAJARAN BAHASA INDONESIA DI SMA

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Adaptasi novel ke film sering memunculkan deviasi. Salah satu karya sastra yang mengalami deviasi yaitu novel *Ranah 3 Warna* karya Ahmad Fuadi yang diadaptasi ke film oleh sutradara Guntur Soeharjanto. Penelitian ini bertujuan mendeskripsikan deviasi pada bagian tokoh dan alur dari novel *Ranah 3 Warna* ke film *Ranah 3 Warna* dan mengimplikasinya ke dalam pembelajaran Bahasa Indonesia di SMA.

Jenis penelitian ini ialah penelitian kualitatif dengan metode deskriptif. Sumber data penelitian ini ialah novel dan film *Ranah 3 Warna*. Data dalam penelitian ini ialah kutipan novel dan cuplikan film *Ranah 3 Warna*. Data dikumpulkan menggunakan teknik baca-catat dan simak-catat kemudian dianalisis berdasarkan teori ekranisasi.

Hasil penelitian menunjukkan bahwa 1) deviasi tokoh dari novel ke film *Ranah 3 Warna* lebih dominan daripada deviasi alur, 2) pengurangan dilakukan karena keterbatasan durasi, teknis, dan biaya, 3) penambahan dilakukan karena menyesuaikan kebutuhan cerita film dan memperjelas bagian yang rumpang di dalam novel, dan 4) perubahan bervariasi dilakukan untuk menambah daya tarik penonton atau alasan estetika. Hasil penelitian ini diimplikasikan ke dalam pembelajaran Bahasa Indonesia di SMA kelas XI Kurikulum Merdeka CP fase F elemen menyimak dan memirsa sebagai bahan ajar pada bab VII subbab “Menyimak Teks Drama”. Peserta didik diharapkan mampu mengapresiasi drama atau film yang disimak.

Kata kunci: deviasi, film, novel

ABSTRACT

DEVIATION OF CHARACTERS AND PLOT FROM THE NOVEL RANAH 3 WARNA BY AHMAD FUADI TO THE FILM RANAH 3 WARNA BY GUNTUR SOEHARJANTO AND ITS IMPLICATIONS FOR INDONESIAN LANGUAGE LEARNING IN HIGH SCHOOL

By

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The adaptation of a novel into a film often brings up deviations. One literary work that undergoes deviation is the novel Ranah 3 Warna by Ahmad Fuadi, which was adapted into a film by director Guntur Soeharjanto. This research aims to describe the deviations in the characters and plot of the novel Ranah 3 Warna to the film Ranah 3 Warna and its implications for Indonesian Language learning in high school.

This type of research is qualitative with a descriptive method. The data sources for this research are the novel and the film Ranah 3 Warna. The data in this research are novel excerpts and film clips of Ranah 3 Warna. Data was collected using reading-and-noting and viewing-and-noting techniques, and then analyzed based on the theory of screen adaptation (ecranization).

The results of the study show that 1) the deviation in characters from the novel to the film Ranah 3 Warna is more dominant than the deviation in the plot, 2) reduction is done due to limitations in duration, technical aspects, and cost, 3) addition is done to adjust to the needs of the film story and to clarify ambiguous parts in the novel, and 4) varied changes are made to increase audience appeal or for aesthetic reasons. The results of this research are implemented in Indonesian Language learning in Senior High School Grade XI of the Merdeka Curriculum, Phase F, the listening and viewing element, as teaching material in Chapter VII, sub-chapter "Listening to Drama Text". Students are expected to be able to appreciate the drama or film they listen to or watch.

Keywords: *deviation, film, novel*