

# Psychoanalysis Study of Character 001 (Oh-II Nam) in The Film Series Squid Game

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**Abstract:** The research aims at analyzing the character 001 in the film Series Squid Game by using Sigmund Freud's psychoanalytic study. The research theme is about the personality psychology of the main character Oh-II Nam. It will be analyzed using the theory of communication psychology from Sigmund Freud's psychoanalysis study which includes the Id, the Ego, and the Superego. It is a qualitative research type and the results of the analysis will be presented in a descriptive narrative way. The research results show that the Id in the character 001 is an egoistic attitude and he wants to save himself. The ego in the character 001 is fair in reality which is based on the principle of reality and morals. The character 001 does something more important than satisfying his own needs. When it is the Superego it upholds the moral aspect, it is shown that he always says thank you at the end of the sentences he says, and in the other Superego, it upholds polite behavior he always puts forward. From the three personalities of the Id, the Ego, and the Superego which is represented in the character 001 in the film series Squid Game, it can be concluded that the comparison among the three personalities is balanced. In other words, the personality of the character 001 is comparable to the Id, the Ego, and the Superego.

**Keywords:** film, psychoanalysis, Id, Ego, Superego

## I. INTRODUCTION

Currently, the development of film media has been growing. In the past, we can only watch films in cinemas and now we can watch them on a digital platform called movie streaming applications. Netflix is a famous movie streaming platform and Millennials favor it very much today. It is because there are many updated movies with good quality. Many movies on Netflix are trending and viral throughout the world, one of which is **the film series Squid Game**.

The film directed by Hwang Dong-Hyuk was launched in October 2021, and it has become the most Popular film in 83 countries that provide Netflix streaming services. The film carries the theme of a thriller drama, and it has managed to touch the hearts of thousands of viewers. It is because the story plot directed by the filmmaker Dong-Hyuk is so dramatic and full of meaning in life. There are interesting things to be investigated from the film's leading character, i.e. the character 001 called Oh II-Nampada in the film series Squid Game. The researchers want to analyze the personality of the character 001 using the psychoanalysis of Sigmund Freud.

Psychoanalysis is a science developed by Sigmund Freud who sees that psychoanalysis is a function and human psychological behavior. Freud developed the personality structure into the Id, the Ego, and the Superego. A key theory of psychoanalysis is the unconscious concept (In Arthur, 2000: 72) read: *"...All subject matters are brought to explain it with a better calculation than others to stimulate belief in the existence of the unconscious mental action despite for some people the hypothesis of mental action problems and the unconsciousness today seems strange and even absurd."*

Freud states that the goal of psychoanalysis is to strengthen the ego, make it more independent than the superego, expand its perceptual field, and broaden its organization, and so it can have fresh parts of the Id. The main methods that Freud uses to achieve the goals of psychoanalysis are (1) the systematic use of free association and dream analysis, (2) resistance analysis, (3) transference analysis, and (4) interpretation to solve major emotional problems that arise in childhood (Semiun, 2010, ps. 16-17).

Koentjaraningrat (in Sobur, 2013, p. 301) mentions that personality is the arrangement of the reason and soul elements that determine the differences in behavior or actions of each individual human. In everyday life, the word personality is used to describe: (1) self-identity, one's identity. (2) a person's general impression of oneself or others, and (3) healthy or problematic personality functions (LN Syamsu and Nurihsan, 2008, p. 1).

In the film series Squid Game, the character 001 named Oh II-Namini appears from the beginning of episode 1 to episode 9. The character plays an active role in the film series. He also plays a role as a player in this game and he is also the main brain of this deadly game. The character in the film series is a senile old man who is starting to get sick. The filmmaker made his roles in all actions nicely and packaged sadly. The audience who saw the actions made by the character 001 will feel sorry and touched. However, the filmmaker manages to astonish the audience by seeing at the end of the film story that the brain behind all this deadly game is the grandfather named Oh II-Nam (the character 001). It certainly becomes our own reason for the researchers to want to see more about the personality of the character 001 from the psychoanalysis of Sigmund Freud.

The research aims at analyzing the character 001 in the film Series Squid Game by using the psychoanalysis study of Sigmund Freud. The theme of the personality psychology of the main character Oh-I Nam will have been analyzed using communication psychology theories and the psychoanalytic theory of Sigmund Freud which includes the Id, the Ego, and the superego. The psychoanalytic theory of Sigmund Freud emphasizes the unconscious aspect of a person's life which is filled with various conflicts and pressures. The main research problem that will be shown in this research is the psychological problems of Oh-I Nam in the film series Squid Game.

## II. THEORETICAL UNDERPINNING

### *Sigmund Freud's Psychoanalysis*

The psychoanalytic theory was originally coined by Sigmund Freud. Psychoanalytic criticism is a form of psychoanalysis application, i.e. the science that is concerned with the interaction between consciousness and unconsciousness processes and the laws of mental fusion (Arthur, 2000:71). The psychoanalytic theory deals with the function and the mental development of humans. This science is part of psychology which has made great contributions and has been made to human psychology so far (Minderop, 2013: 11).

Freud and Breuer succeeded in publishing "Studies on Hysteria" in 1893. It is seen as the beginning of psychoanalysis. Freud argued that psychic life contains two parts, i.e. the conscious and the unconscious part. The unconscious part is likened to the visible part of the iceberg on the sea surface. The unconscious part is much larger and it is below the sea surface; it contains instincts that drive all human behaviors (Rustiana, 2003: 170). Since this time, Freud revised the consciousness and the unconscious by introducing the Id, the ego, and the superego.

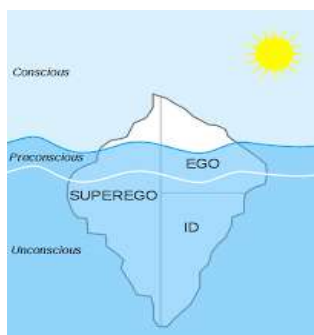


Figure 1. the Iceberg Phenomenon of Psychic Awareness Levels and Personality Components According to the Psychoanalysis; [Source: The Psychoanalysis of Sigmund Freud]

In communication science, psychoanalysis includes the theories of communication psychology used to explain and understand human characteristics in the communication process. Understanding these human characteristics is very

important in communication. It closely relates to the process of receiving messages, thinking processes, and ways of seeing a person who gets influenced by various factors. This understanding is also required as a theoretical basis in various studies of communication psychology. According to Sigmund Freud, the personality structure is divided into three systems, i.e.:

### 1. *The Id (das Es)*

The Id comes from Latin which means "it" (the pronoun it to refer to a thing, animal, situation, or idea). The id is a primitive unconscious part of the mind which is born with us. It is a dark, inaccessible area, living with instinctive passions, and the only reality is its own egoistic needs. According to Charles Brenner (in Arthur 2000: 80-81), he said that the id comprises the psychological representation of an impulse.

### 2. *The Ego (das Ich)*

The ego comes from Latin which means "I". The ego is a part of the mind that reacts to external reality and is perceived by a person as the "din" or the "id". The ego is referred to as a personality system that acts as a person's guide to the object of reality on the basis of reality.

### 3. *The Superego (das ÜberIch)*

The superego is a personality system that is more concerned with socially accepted moral aspects. It contains values or rules that have evaluative characteristics (concerning good and bad). The superego works the exact opposite of how the id works. The id tries to satisfy individual needs, and it does not care about what society wants. Meanwhile, the superego always tries to make decisions built on moral values. The superego is a representative of various values and norms that exist in the society where the subject lives.

According to Freud, the ego defense mechanism is a strategy used by a person to prevent the open emergence of das Es (the id) impulses as well as to deal with pressures from das Über Ich (the superego) over das Ich (the ego), to increase the anxiety that a person experience can be reduced or relieved.

This particular film and its characters' nature need to be explained as literature. Then only can be analyzed appropriately with Freud's theory.

## III. RESEARCH METHODS

In order to analyze the film series Squid Game, this research is classified as qualitative research. In this research, the research subject is the film series Squid Game and the research object is the personality analysis of the character 001 (Oh-I Nam). The research method used in this research is Sigmund Freud's media text analysis method. According to Arthur Asa Berger (2000:82), we can use the concepts of the id, the ego, and the superego to help us understand the texts. In a text, the existing characters may be seen as important the

id figures or the ego figures, or the superego figures. We can even test/examine the variation of flow within the framework of Freud's structural hypothesis. The analysis method used in this research is an analytical model that refers to three stages, i.e. (1) the data reduction, (2) the data presentation (3) drawing conclusions.

#### IV. RESEARCH FINDINGS AND DISCUSSION

After observing the film series Squid Game series carefully, the researchers will describe and explain the personality aspects of the main character Oh-Il Nam from Sigmund Freud's psychoanalytic theory. At the discussion stage, Sigmund Freud's personality structure is grouped on the basis of each personality structure such as the Id, the Ego and the Superego.

*The personality analysis of the Id from the character 001 (Oh-Il Nam)*

##### a. Egoistic traits



Figure 2. Scenes in Episode 1 (Red Light, Green Light)

In the scenes, it can be seen that there is the Id from the sentences that the character 001 says. The sentences lie in these scenes by saying "Don't talk to me. I got confused" and "Yeah, stop talking to me". Then the character 001 gives the next affirmation in the sentences: "I'm just counting. My doctor said that counting is good for preventing dementia".

The id is the original personality from birth which has a principle built on pleasure. As something triggers the energy of the id, there are two processes to get the pleasures right away, i.e. reflex actions and primary processes. The reflexes issued by every human being are different, some respond with good communication, and some react with affirmative

sentences built on the basis of themselves when they are responding to something.

The strong desire of the character 001 to count in line with the personality of the Id which becomes reality is his egoistic need. The character 001 is not aware of doing this, he only reacts to something based on his desire or selfishness. He just wants to be heard, and he does not want to be responded to and disturbed by other communicants about the situation. In the scenes, the character 456 keeps asking why he recalculated the number of players while character 001 can easily see from the number of players listed on the monitor screen.

##### b. No difference between fantasy and reality

In the scenes, it is told that anyone has to kill each other at bedtime. They divide the groups and take care of each other. However, in the midst of the commotion at night, suddenly the figure 001 shouted from above the barricades that the groups had set up. He asked the organizer to stop all of them because he was afraid that they would die.



Figure 3. Scenes in Episode 4 (Stick to The Team)

In this scene, it can be seen that there is an Id from the sentences that the character 001 says. The sentences lie in the scenes, the character 001 says: "Please, stop it! If it keeps up, we will all die! Everyone will die!" and "I am so afraid, if it continues like this, everyone will die!"

The strong desire of the character 001 to terminate the game is very clear. If judging from the background,

actually it is also a code given to the Frontman to immediately stop the game. He shouted and begged the organizer, so there would be no more victims in the game. The researchers see that there is an affirmation sentence made by the character 001 in this scene. The personality of the Id in the character 001 appears in the centre. He saw an unpleasant for himself and endangers himself. As long as he did this, he did not care about the risks involved, all he knew was how to stop the killing that night.

It is in line with the personality of the Id. It is because it is unable to distinguish between fantasy and reality. The Id cannot know what he is doing whether it is good or bad, and he does not have a long-term mind at risk in his action as long as it can meet his pleasure, it will continue to be carried out. Therefore, the character 001 begged the committee or the Frontman to stop the game. Finally, it was successfully stopped by the Frontman seen in the scenes with the sentence: *"The game is over."*

*Personality analysis of the Ego from the Character 001 (Oh-Il Nam) in Episode 3 & 6*

*a. Acting fair in reality*



Figure 4. The Scenes in the Episode 3 (The Man with the Umbrella)

"In the scenes, it can be seen that there is an ego from the sentences that character 001 said. In the sentences he said: *"You can choose first"* and *"No, it is not. Even stars are okay with me. It is not getting harder to see the stars these days, isn't it?"*

If we observe from the scenes, the character 001 is doing the personality of the Ego. The Ego is a part of the mind that reacts to external reality and it is considered by a person as the "Din" or the "id". The Ego is called a personality system that acts as a person's guide to the object of reality based on the existing reality. In this matter, the character 001

tries not to follow his Id and let the Ego run as it should. He tries to be fair in reality.

Here, the character 001 runs an ego that is based on the principle of reality and morals. It makes him do something more important, and it is not for satisfying his own needs. So, he accepts the situation and he does not do that because he gets the form of a star despite, he first has offered the choice to the character 456.

*b. Principles of reality and moral basis*



Figure 5. Scenes in Episode 6 (Gganbu)

In the scenes, it is shown that there is an ego from the sentences that the character 001 said. In the sentences, he said: *"If you don't wear this jacket, they will look down on you"*. The ego does not have its own energy, it will get it from the Id. So, it needs a trigger to increase energy in the ego. Again, the ego runs based on the principle of reality and morals. It makes him do something more important, and it is not for the sake of satisfying his own needs.

The character 001 knew that in a team selection like this, definitely he would not be selected and no one wanted him in their group. However, when he was denied he kept being a good person. Even when he came to see the character 456 and he gave him a jacket, he did not beg and did not force the character 001 to join him as a team. Actually, he gave the jacket he had to the character 456, so they would not look down upon him.

*The personality analysis of Superego from the Figure 001 (Oh-Il Nam) in the Episode of 3 and 9*



### a. Moral basis



Figure 6. The Scenes in the Episode 3(The Man With The Umbrella)

In the scenes, we can see that there is a Superego from the sentences that the character 001 uttered. In the sentences, he said: "If you guys are fine, may I join with you?" and "Thank you". As it is known that the Superego also appears by looking at socially accepted moral aspects. Generally, these aspects are usually innate from birth and family upbringing. The existing norms and morals always contain evaluative rules (concerning what is good and what is bad). The Superego works the opposite of how the Id plays. If the Id always tries to satisfy his own desires and it does not care about what society wants, the Superego always tries to make decisions based on moral values.

Here, we can see that the personality of the character 001 also has a superego where he always says thank you at the end of the sentences and also always asks first whether he is appropriate or not in the situation. By asking for consideration in the simple question, it can be guaranteed that he was educated with a good background in moral judgment. It is considered that the character 001 is capable of lowering the Id by highlighting the existing Superego.

In the scenes, the character 456 is very angry with the character 001 because it seems that he has been the mastermind of this deadly game. However, the character 001 made a statement, so the character 456 could not respond.



Figure 7. Scenes in Episode 9 (One Lucky Day)

In the scenes, we can see that there is a Superego from the sentences that the character 001 says. In the sentences, he says "It seems you forgot, I never forced anyone to participate in the game. You finally came back of your own accord." It can be clearly seen in the sentences that the character 001 uttered to the character 456. He has a superego personality by prioritizing moral values rather than his desires. Despite in fact in his heart, he wants all of them to join the game again. However, because he always thinks about and prioritizes moral values, he does not highlight the id and the ego at the same time. The existing norms and morals always contain evaluative rules (concerning what is good and what is bad). Generally, it happens due to environmental factors and family upbringing.

## V. CONCLUSION

Based on the results of the analysis above, it can be concluded that the character 001 as the main character in the film series "Squid Game" has the personality of the Ids such as ego traits and we cannot distinguish whether they are fantasy or reality. The character 001 also has an egoistic personality. It makes the character fair in reality, and the ego runs on the principle of reality and moral basis. Therefore, it makes the character act like something more important, and otherwise, it does not act for the sake of satisfying his own needs. Moreover, the Superego has a form of upholding the moral aspects. In this matter, the character always says thank you at the end of the sentences. It is also shown that the other Superego will have polite behavior that the character always put forward.

From the three personalities of the Id, the Ego, and the Superego according to the psychoanalytic theory of Sigmund Freud which is represented in the character 001 in the film series Squid Game, it can be concluded that the comparison among the three personalities is balanced. In other words, the personality of the character 001 is comparable to the Id, the Ego, and the Superego.

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