

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter is the last chapter of the thesis. In this chapter the writer concludes the result of this research and shares suggestions for the future research on *Black Mirror: Bandersnatch* movie.

#### 5.1. Conclusion

*Black Mirror: Bandersnatch* movie has 6 different main endings that can be classified into the standard end, the best end, the joke end, the bad end, the poor end, and the true end. Each different endings require the viewers to choose different options. The viewers could tell that they have reached the ending by saying the “exit to credit” sign or the movie will bring the viewers to the first scene of the movie.

*Black Mirror: Bandersnatch* has many branches of plot lines, however, the writer of this research finds out that this movie actually has meta plot that underlies all the story lines inside the movie. The meta plot is identified by the analysis of flow chart made by the writer. The flow chart is clearly identified the exposition, inciting accident, and the raising action of the movie. In the flowchart, it is clearly seen that the story starts to break apart when Stefan has to decide whether he wants to pick up the book or family photo. From there, different viewers are experiencing different story lines depending on the options they choose. On the other hand, the climax, resolution and denouement of the movie are identified through the significance of the side stories inside the movie toward the ending of the movie. The side stories have correlation on the ending of the movie. The story of Stefan’s childhood trauma and the story of Colin’s family bring the significance to the “best

end” inside the movie. Without knowing the side stories provided inside the movie, the viewers will not be able to achieve the “best end” (meta plot).

Moreover, the alternative endings of *Black Mirror: Bandersnatch* affects the viewers’ interpretations of the plot of the movie. The writer concludes there are several aspects of interpretations affected by the alternative endings, such as:

1. The viewers have different interpretations of the plot of the movie. This happens because every options they choose inside the movie lead them to different climax and endings.
2. Not all the viewers will watch all the endings inside the movie. The viewers may skip the important scenes because of the options that they choose while watching the movie. It means that not all the viewers will watch and find the meta plot of the movie.
3. The interactivity inside the movie confuses the viewers. This brings impact on how they interpret the plot of the movie. On the interview conducted by the writer, the viewers all said that this movie is confusing. However, it makes them curious to continue the movie. Thus, this makes the viewers come up with various interpretations of the plot.
4. Some of the viewers miss some side stories or background stories that the author of this movie provides. When they do so, they are not able to find the correlation between the past events and the present events inside the movie. It is shown by some of the viewers who decide to not choose “talk about mom” option. They are confused about what actually causes Stefan’s mental illness.

5. Since it is a “choose your own adventure” movie, the viewers are given the freedom to choose the options based on what they desire the most. Unfortunately, the viewers who decide to end the movie on the “poor” and the “joke end” will not experience the challenging scenes inside the movie. On the interview conducted by the writer, there is one respondent who end the movie right when she knew that Stefan is only the actor who forgot his line at a movie set (joke end). According to Devinta (2021) in the interview, she said, “I do not want to continue the movie because I am afraid that there is something bad will happen to Stefan. I am satisfied with this ending. It is actually such a fun ending”. This respondent will see the whole movie as a light action movie rather than the science-fiction movie.

6. When the viewers do not really pay attention to the movie, they will be confused which scenes actually become the ending of the movie.

In conclusion, the use of alternative endings inside *Black Mirror: Bandersnatch* is a new thing for the viewers. It attracts the viewers to watch the movie, however, it also affects how they interpret the plot of the movie.

## **5.2. Suggestion**

*Black Mirror: Bandersnatch* is the newest interactive movie produced by Netflix in 2018. On IMDb, *Black Mirror: Bandersnatch* gets a quite high rating which is 7.2/10. This type of movie (interactive movie) is rarely used for the research object, therefore the data and the theory related to interactive movie is limited. However, this opens up an opportunity for the researcher in the future to have the same research object, which is an interactive movie. The other researcher

may conduct a research on this movie to analyze the underlying theme inside *Black Mirror: Bandersnatch*. If the other researchers want to analyze the theme of this movie, the writer of this research suggest to also refer to the *Black Mirror* series. There are a lot of things that have strong relations to the *Black Mirror: Bandersnatch* movie; such as the white bear symbol, the pax monster, and etc.

Moreover, the writer of this research also suggests the future researcher to conduct a research on different field, such as the psychological area. Based on the movie, we all know that Stefan has a mental illness caused by his childhood trauma. This kind of research problem can be analyzed deeper using the psychoanalytic theory. The psychological problems found in Stefan can be analyzed through his characterization inside the movie. It can be seen through how the way he act and speaks. By doing that, the further researcher can be identifying what kind of mental illness that Stefan suffers.