

CHAPTER VI

CONCLUSION AND SUGGESTION

A. Conclusion

1. Fujino's Character as a Representation of Manga Artist Real Life in Japan

The study found that Fujino's character in *Look Back* represents the real pressures faced by manga artists in Japan in three main ways. First, Fujino experiences competitive pressure when she sees Kyomoto's work, which is better than hers. This moment is shown without any dialogue, using only visual changes such as darker shadows and a shift in color to show her inner distress. This reflects idea that meaning can be created through silence and absence. Second, Fujino suffers from creative anxiety and self-doubt, which reaches its peak after Kyomoto's death, when she is unable to draw at all. This shows that for a creative person, losing the ability to create is not just a professional problem but a personal crisis. Third, social isolation is shown as a normal part of being a manga artist. Both Fujino and Kyomoto have almost no social life outside of their work. The movie presents this isolation not as something negative, but as a sign of serious artistic dedication about how Japanese media portrays artists.

2. Fujino's Character as a Relation of the Social and Cultural Pressures of the Japanese Manga Industry

The study also found that Fujino's character reflects three key pressures of the Japanese manga industry. First, her identity is completely tied to her work. The movie never shows Fujino doing anything other than

drawing, she has no hobbies or social life outside of manga. This reflects a view that manga artists in Japan are expected to dedicate their entire lives to their profession. Second, the pressure of public recognition never disappears even after Fujino becomes successful. Her working hours and workspace remain the same, showing that success brings more pressure, not more freedom. Third, the movie ends with Fujino returning to drawing as an act of remembrance for Kyomoto. While this is emotionally moving, it also sends the message that artists must keep creating no matter how much they suffer.

B. Suggestion

1. For Future Researchers

Future researchers can expand this study by comparing *Look Back* with other anime that show creative workers, such as *Shirobako* or *Blue Period*, to get a broader picture of how the manga industry is represented in Japanese media. Researchers can also use different theoretical frameworks, such as feminist media studies or discourse analysis, to explore aspects not covered in this study. Studying how audiences in different countries respond to Fujino's character would also be a valuable contribution.

2. For English Language Teachers

Look Back can be used as an authentic teaching material in English classrooms, especially at the senior high school or university level. Because the movie uses a lot of visual storytelling rather than dialogue, it helps students develop the ability to read meaning from images, gestures, and

sound, a skill known as multimodal literacy. Teachers can use the movie for character analysis writing tasks, intercultural discussions comparing Japanese and Indonesian values, and speaking activities such as debates about creative workers' rights. These activities can improve students' English skills while also building critical thinking and cultural awareness.

3. For Students

Students are encouraged to see movie and other media not just as entertainment, but as cultural texts that carry social messages and values. By practicing the kind of analysis used in this study, students can strengthen their critical thinking and academic writing skills in English. Students who are interested in media studies or Japanese popular culture can also use this study as a reference for how to conduct qualitative content analysis using a representation framework.