



ABSTRAK

REPRESENTASI DELUSI DALAM VIDEO MUSIK “SEMULA” KARYA FOR REVENGE TAHUN 2024

Gandhiawan Widadama
5211711118

Representasi delusi dalam media populer semakin relevan seiring meningkatnya perhatian terhadap isu kesehatan mental di masyarakat. Penelitian ini bertujuan untuk mendeskripsikan representasi delusi dalam video klip musik “Semula” karya For Revenge tahun 2024. Penelitian ini menggunakan metode kualitatif deskriptif dengan analisis semiotika Roland Barthes, yang menekankan tiga lapisan makna: denotasi, konotasi, dan mitos. Data penelitian diperoleh melalui observasi potongan visual video klip yang mengandung tanda-tanda delusi, serta didukung analisis perilaku karakter, properti, dan tone warna yang digunakan. Hasil penelitian menunjukkan bahwa video klip “Semula” merepresentasikan delusi melalui simbol visual seperti distorsi waktu, isolasi, perasaan dikejar, dan penghindaran kenyataan, yang teridentifikasi pada berbagai scene kunci dalam video. Analisis semiotika mengungkapkan bahwa gangguan psikologis ini dipersepsikan dalam budaya populer sebagai bentuk ketidakmampuan menghadapi realitas dan tekanan emosional, serta memperlihatkan bagaimana media membentuk pemahaman publik tentang kesehatan mental. Penelitian ini memberikan kontribusi dalam kajian representasi gangguan mental di media populer dan menegaskan pentingnya kesadaran masyarakat terhadap isu kesehatan mental.

Kata Kunci: Representasi, Delusi, Video Musik, Semiotika, Kesehatan Mental

ABSTRACT

THE REPRESENTATION OF DELUSION IN THE MUSIC VIDEO “SEMULA” BY FOR REVENGE (2004)

Gandhiawan Widityama
5211711118

The representation of delusion in popular media is becoming increasingly relevant as public attention to mental health issues grows. This research aims to describe the representation of delusion in the music video “Semula” by For Revenge, released in 2024. The study employs a descriptive qualitative method with Roland Barthes’ semiotic analysis, emphasizing three layers of meaning: denotation, connotation, and myth. Data were obtained through observation of visual segments in the music video that contain signs of delusion, supported by analysis of character behavior, props, and color tones. The findings reveal that the “Semula” music video represents delusion through visual symbols such as time distortion, isolation, feelings of being chased, and avoidance of reality, all identified in key scenes throughout the video. The semiotic analysis demonstrates that these psychological disturbances are perceived in popular culture as an inability to face reality and emotional pressure, while also illustrating how media shapes public understanding of mental health. This research contributes to the study of mental disorder representation in popular media and highlights the importance of public awareness regarding mental health issues.

Keywords: Representation, Delusion, Music Video, Semiotics, Mental Health