



**REASON WHY XENOPHOBIA REALIZED IN THE SQUID  
GAME SERIES: A CRITICAL DISCOURSE ANALYSIS**

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**ABSTRACT**

Frequent verbal assaults against immigrants or even physical attacks on outsiders result from intolerance. Experience prejudice and social exclusion due to their foreign backgrounds is inevitable. The study seeks to analyze this portrayal of xenophobia and explore the factors contributing to it. The research conducted explores the origins of xenophobia depicted in Netflix's series, *The Squid Game*. Utilizing a descriptive qualitative approach, the study delves into the reasons behind the xenophobic attitudes portrayed by the characters. The result showed that due to powerless and statelessness, the immigrants felt the prejudice from the natives. The data, extracted from episodes 1 to 6, focuses on the discrimination faced by immigrant characters within the series. By employing Van Dijk's (2008) theory to analyze the xenophobia, and the analysis integrates aspects of social cognition and context. This framework allows for a comprehensive understanding of the social factors contributing to xenophobia, emphasizing the characters' perspectives and societal context depicted in the show.

**Keywords:** *Xenophobia, Van Dijk, Social Context, Social Cognition, Critical Discourse Analysis*

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**INTRODUCTION**

Immigrants who migrate in pursuit of better chances and are prepared to take lesser pay for their skills and labor generally cause some issues for the locals,

who lose their employment as a consequence. This usually results in hostility between natives and immigrants, which can lead to acts of xenophobia as an opportunity for natives to express their rage towards immigrants. The concept of xenophobia refers to a strong dislike towards strangers and foreigners. This manifests in a variety of ways, including interpersonal interactions and points of view. It is apparent that xenophobia stems from apprehension that immigrants have intruded on one's nation (Ogunnowo, Joshua, 2019).

Racism and xenophobia, although two different issues, frequently intersect. Whereas xenophobia includes activities centered on the belief that another person is foreign or originates from outside the group or nation, racism refers to prejudice based on physical attributes such as skin color, hair type, facial features, and so on. Xenophobia is defined as a strong hatred or uneasiness toward foreigners or people from other nations (Castles, 2003). According to Hervik (2015), xenophobia is an ideological inclination of antagonism towards immigrants in a certain culture. Because of how closely the definitions mirror one another, investigating xenophobia is a fascinating subject. This will help people understand how xenophobic actions take place. Individuals frequently relocate to safer locations as a result of xenophobia and discrimination based on their country, color, faith, political beliefs, or engagement in a specific community. Conflicts or unlawful organized crime may pose a threat (Tataru, 2020).

Furthermore, the term xenophobia can apply to both damaging and excessive xenophobic behavior. In addition, xenophobia can manifest itself in a variety of ways, both domestically and internationally, involving degrading prejudice and biased assertions; discriminatory laws and procedures by both private and public officials, such as denying certain groups of people access to services; and a range of other actions, such as excluding target communities from government services (Harris, 2002). As a result, these individuals are constantly considered as part of the group that is affected by all episodes, manifestations, and advancements in interpersonal relationships (Van Dijk, 2008). In this issue, the immigrants will consecutively got attacked due to their nationalities. In the context of "The Squid Game," xenophobia is depicted through the discrimination and mistreatment faced by immigrant characters within the storyline. These characters

experience prejudice and social exclusion due to their foreign backgrounds. The study seeks to analyze this portrayal of xenophobia and explore the factors contributing to it.

Tymbay (2022) argued that language means, and manipulative strategies employed by different sides vary considerably. The meanings in a text are expressed in many ways, such as sentences, clauses, phrases, words, and so on, as they are traditionally studied in grammar (Van Leeuwen in Van Dijk, 2013: 188). Journalists have a model of each news event, and they generally write their reports in several ways that readers form a model that is at least similar to their model of such an event (Van Dijk, 1995). This structure of model presented in the headline can be used to manipulate the information by emphasizing specific elements, framing the story positively or negatively, using sensational or objective language to influence how readers perceive and interpret the headline, ultimately shaping their initial impression and understanding of the information.

Essed (1987) argued that in contrast to historic biases against minorities (or women), present prejudices, particularly among liberals, may appear to be more indirect, modern, and symbolic (Essed, 1987). They may concentrate on bussing, positive action, or other methods of benefiting the outgroup. Prejudice and biases are neither universals of the social mind nor intrinsic features of complicated information systems. They are generated, taught, and reproduced especially in certain socio-historical circumstances and among specific (dominant) groups. In addition, as evidenced by much European research on intergroup connections (Tajfel, 1981; Turner and Giles, 1981), these social cognitions and processes must constantly be linked to intergroup relationships.

Ideologically, the discursive development of social cognitions also necessitates an appropriate social (sociological) dimension, which is frequently overlooked in social psychology (Forgas, 1983). The fundamental concepts here are interaction and social circumstance (Argyle, Furnham, and Graham, 1981; Forgas, 1979). This conceptual framework will also identify processes such as social perception, communication, attribution, attraction, impression management, and interaction between groups, among several more. In the context of xenophobia, it can be seen from the social context as well which are unique constructions that

feature the ad hoc, embodied experiences of continuing perceptions, knowledge, viewpoints, opinions, and emotions regarding the ongoing communication situation as subjective definitions of communicative circumstances. As a result, distinct circumstances condition unique ways of utilizing language, i.e., unique discourses. One of the reasons subjective definitions of the identical communication circumstance fluctuate for each participant is because their knowledge (opinions, feelings) at each instant must be minimal for the interaction to make sense in the first place (Van Dijk, 2008).

Social cognition and context can be applied to analyse the xenophobia which happened in Squid Game series that also reflected to society. Power, and particularly the social power of institutions or groups, is a crucial notion in the majority of critical discourse studies, as stated by Van Dijk (2008). To provide a challenging philosophical and sociological study, there is a definition of social power in terms of control. As a result, a group has (more or less) power if it can affect the behavior and cognitive processes of (members of) other groups. This talent is based on privileged access to restricted social resources such as authority, money, status, reputation, expertise, knowledge, "culture," or even various types of public speech and communication. Depending on the resources employed to exercise it, several types of power can be identified.

There are 16 sentences found to be analysed from social cognition and context view. Social cognition is viewed by the schemas in Van Dijk's view while social context is seen by power and access. Contexts vary according to culture. Context schemas and their categories may vary between cultures, defining various appropriateness criteria for discourse in different communities. Although certain context categories, such as Speakers and various types of Recipients, as well as Knowledge, may (or must) be universal, others, such as specific social qualities of participants, maybe more culturally varied. Status, power, and kinship are relevant Participant properties in the context schemas of many cultures, controlling for example different forms of politeness and respect whereas others (such as speaking to one's mother-in-law) can get more specific, and others (such as the length of one's hair) are probably irrelevant anywhere. Such generalities of culture and context variations should be accounted for in a generic theory of context. (Van Dijk, 2008).

In this study, critical discourse analysis (CDA) is used to examine how sentence structures might be used to analyze xenophobia. Critical discourse analysis is an interdisciplinary method of investigating the relationships between power and authority, social structures, and ideological effects on discourse. It is based on the belief that language is a type of social interaction and aims to make individuals aware of the mutual effect between language and social structures that they are generally unconscious of (Fairclough, 1989; Van Dijk, 1993; Wodak, 1989). CDA also seeks to examine not just the text itself, but also its creation and interpretation in the context of a broader social context (Montejo & Adriano, 2018: 71). Consequently, critical discourse analysis looks at texts that have the capacity to impact society, which Machin and Mayr (2012) argue are typically ideological and strive to change people's and events' representations for certain objectives. According to Van Dijk (2013: 176), ideologies are mostly learned, expressed, and reproduced through discourse, which means that a discourse analytical method is essential for understanding how ideologies arise, spread, and are employed by social groupings.

There are some studies examined the xenophobia in the society. Oni, Okunade (2018) investigated attitudes in Nigeria that are distinct from what is experienced in South Africa. In Nigeria, the occurrence had been controlled by states at both times, in 1983 and 1985, under an "immigration order," whereas in South Africa, the circumstance is frequently citizen-driven involving overt displays of aggressiveness. The driving force for both, efforts to lessen rivalry against natives for socioeconomic advantages, is comparable. Abiye, Idoko (2021) analysed the violent history of the South African people might have been to blame for the xenophobic attacks on foreign immigrants. Fafiyebi (2020) examined a situation xenophobic incident in South Africa that will have an impact on intercontinental collaboration between the two economic superpowers of Africa. Rabbani (2021) analysed Korean awful treatment over the COVID aid for foreigners. Mukarromah, et, al (2020) investigated the Squid Game has several analogies to concerns like poverty, social injustice, and gender inequality that we might utilize as reminders of the numerous challenges we encounter in putting state practice into reality. This study focused on the xenophobia in the Squid Game series

which happened in South Korea.

Furthermore, some studies also applied the critical discourse analysis in analyzing xenophobia. Salma (2018) analysed Critical Discourse Analysis is a specific type of discourse analysis that focuses on the effects of dominant groups' and institutions' misuse of power. Kang (2019) discussed about the anti-multiculturalism discourse in South Korea, which rejects immigrants and a multicultural future for the country, received attention in the decade after 2010. Tataru (2020) examined large migration flows frequently result in unfavorable responses from native populations, which puts the receiving state in a difficult spot. Based on the explanation above, this present study examined the reason xenophobia realized in the Squid Game series which go to the research question: (1) why xenophobia realized in the Squid Game series

## **METHODOLOGY**

A qualitative research approach was used in this journal article to investigate the xenophobia in the Squid Game series. The study focused on specific interactions and situations where xenophobia was evident. Researchers may have employed theories such as Van Dijk's discourse analysis, which explores social cognition and context, to delve deeper into the characters' motivations and societal influences driving their xenophobic behavior. The primary data source was the screen data of the conversation between characters in the Squid Game series. The instrument of data collection that was applied in this study was the documentation technique, which was collected from the dubbing transcription of the Netflix's Squid Game series. Then, document analysis was employed as a technique of data collection. Lastly, by investigating these aspects, the study aimed to provide valuable insights into the social and psychological factors contributing to xenophobia as depicted in "The Squid Game." Understanding these underlying factors not only enhances our comprehension of the series but also sheds light on real-world issues related to prejudice and discrimination faced by immigrants in various societies.

## **FINDINGS AND DISCUSSIONS**

Based on the data analysis, it showed that there are 16 sentences that found in the data. In this part, the data will be analyzed by using Van Dijk's (2009) theory

of social cognition and social context. It is necessary to pull the strings altogether to find out the reason behind all of conversation which happened in the Squid Game series regarding the xenophobia. The data analysis provided in the following findings, which is shown below:

#### **a. Social Cognition**

The aspects of social cognition are the cultural and historical context of ideas, acts, comprehension norms, as well as principles that every individual accepts as an integral part of a community. An individual's understanding of events is disclosed in line with their so-called schema. The following concept has been simplified in Van Dijk's perceptions in showing the connection between social cognition and social actors in which the characters in the Squid Game series explain schema as defining the way an individual enters, comprehends, and interprets an occurrence within the context of the information of reality through the application of additional information from his past experiences paired with newly acquired information. The information presented here is derived from many conversations. Only the statements that fit into criteria are written below:

a. Person Schemas: This model clarifies the way one can evaluate along with justify others, as well as the manner in which an individual's perspective works.

*Gi Hun: oh hey! It's my angel!*

*Gi Hun: That's so heartwarming.*

*Minyeo: Hey, when you got to Korea, is all you did watch movies??*

From the data above, it could be seen by the statements or comments Gi Hun said to other individuals. He does not have any ill manner towards others especially those who are feeling left out such as immigrants like Ali and Saebyeok. In the first data, Gihun greeted Ali as '*my angel*' which can be sound exaggerating at some point knowing that Ali was just an ordinary immigrant but in fact, he said that based on the event which happened to him before. He was almost died before Ali helped him preventing him to be shot. Since then, he really valued Ali's appearance despite of him being foreign about his surroundings.

A statement like '*it is so heartwarming*' was also threw by Gi Hun in expressing his feelings about things that happened between Sangwoo and Ali, it turns out Sangwoo gave money to Ali, just so he could go home by bus instead of

walking all the way to his place which is very far away from where he stood before. After hearing about the story, Gi Hun could not help but stating that kind of comment judging from his perspective towards other people' event. In order to judge somebody from the certain perspective, there should have been events that happened before, so that the perspective a person has towards others is true. Though somebody else could be wrong because they do not experience the same thing, therefore, the judgement could go south.

On the other hand, Minyeo stated the opposite statement towards Ali, unlike Gi Hun who speaks good words only, Minyeo tends to speak harsh words especially to Ali whom she feels foreign from, but it does not make her change her attitude to be friendly, she chose to attack Ali on the face about the things he does when moved to South Korea. In her perspective, she evaluates Ali as an immigrant who only watches movies in South Korea or this equivalent to not doing anything in the country. Her only thought is Ali moved to South Korea for nothing which in that kind of situation, a certain feeling of inferiority could rise within himself. Van Dijk (2009) explained that in the case of inferiority, acceptable approaches are related to roles and circumstances rather than to specific people. Instead of making Ali felt welcomed like what Gi Hun did to him, other makes him receiving a harsh treatment from certain person which could cause him feeling inferior in certain occasion.

b. Self-Schemas: This type focuses on how one understands, describes, and fully acknowledged of themselves from other people.

*Ali: Look what working here do to my body, I couldn't afford a hospital either.*

*I'm going back to my hometown, please give me the money.*

*Gi Hun: You think that's how it works huh? you don't trust people here because you can. You do it because you don't have anybody else.*

*Saebyeok: I thought that things were good here.*

*Jiyeong: and so, were you right? your family, are there here with you?*

It can be seen from the statement of Ali that the damages he had because of working in the factory, also how he could not afford a hospital, thus he demanded his right for the wages of his hard work so that he can go back to his hometown. Ali expressed that kind of statement to reach for the boss' sympathy and he elaborated



his condition physically and financially in order to make the boss understands his feelings. Recognizing and comprehending one's issues requires the effort of two human beings; thus, relationships need to be fully understood in a dual and possibly exceptionally complex design that requires into consideration both intergroup and interpersonal communication on one side in addition to more specialized cognitive processes that make it possible for people to initially observe and subsequently re-inspect reality on both sides.

On the other data, Gi Hun said things that could ease Saebyeok for feeling intimidated and distrust about the surroundings. He knew that Saebyeok was not feeling easy because she was hard on herself. Cognition is the primary element that makes up interchange in communication. Limitations in psychological transmission and communication between thought processes, as well as their changes and the manner in which they affect the actions of participants. For someone with compassion and empathy, such as Gi Hun, it can be straightforward for the mind to connect with others and acknowledge the emotions of other individuals while also convincing Saebyeok that she is able to depend on and put trust in the people around her due to the fact she does not have anyone who she can count on, which means that in descending order to survive in a cruel circumstance, she needs someone who can back her up, and she has no choice but to trust people whom she believes can work on it together considering she simply does not have anyone else but the good strait.

Nothing is easy when someone who is as young as Saebyeok yet she has to move abroad to be an immigrant while leaving the family behind and only takes the youngest brother and expect to survive in a foreign land. When Saebyeok told Jiyeong about what she felt. Jiyoung responded to Saebyeok's statement as '*were you right*' which is a sign of a good communication where the other participant tried to anticipate about the other speaker about their feeling as Saebyeok has gone through lots of extreme experiences hoping that moving abroad could change her life thought in fact, it was not. In order to engage with one another, people must anticipate the common properties associated with cognitive parts and their organization. Individuals must have a particular level of reciprocal comprehension for social interactions and exchanges to take place (Sedikides, 1990).

c. Role Schemas: This framework focuses on the manner in which an individual sense, analyzes, and validates their place and function in the community.

*Sangwoo: I won't ask for the money back, just take it.*

*Ali: Thank you. Thank you, boss.*

*Ali: I saw you have money! My money!*

*The boss: Let me go, son of a bitch!*

*Gi Hun: we're all teammates now. The least we should know is our names and build up a little trust, right?*

The data above shows different function each character has in a society. In a conversation between Sangwoo and Ali, Sangwoo shows his role of someone who has higher status and more money than Ali, thus, even in the first scene of their meeting, he cared a lot and had the responsibility of not letting Ali walked all the way down to Ansan in which a place where he live. He spared some money for Ali who happened to not have any money with him. Ali then thanked Sangwoo by calling him boss because technically Sangwoo is in higher rank and status of the Korean hierarchy system. At least that was what it seemed. He wore a suit, and also happened to be a native. Hence, Sangwoo has a role in a society who could help someone like Ali who seemed to wear worn out clothes, messy hair and dark skin, in a way that he looked pitiful. Thankfully, Sangwoo is the kind person that does not have any intention to hurt Ali even though he is a foreigner. Ali who happened to be below him, would thank him many times by calling Sangwoo as 'boss' because it shows politeness to stranger who is way higher than him, even though that was counted as exaggerating and should not be that much act of politeness.

In another occasion, Ali met his real 'boss' in the factory and he intended asking for his wages, so he begged and demanded for his right. As someone who ranks low in a society, he begged for his money. He happened to see the boss had money on him but the boss chose to run away from him because he probably wanted the money for himself without thinking about Ali who was suffering in a foreign country with less money on his hands. The boss yanked away when Ali begged for him and cursed Ali to let him go. Cursing is a form of verbal aggression that ought not to be directed at others, particularly those who work for him; nonetheless, he

cursed at Ali because he does not want his money snatched away, despite having realized that Ali has money as well because he earned it after hours of labor in the factory. The government may be securing immigrants' rights by law, but people like Ali's boss are one of the people many immigrants are in enormous debt to that will remain unpaid when they return to their country, nevertheless, people like him are capable of running away from the responsibilities because he is native and money could be the reason why this all happened and making the entire activity so messed up for certain people.

Many immigrants feel inferior and are afraid to put their confidence in everyone involved in the game. Because they are not indigenous, they are accustomed to feeling certain forms of pressure. It takes a lot of effort to make them feel welcome, needed, and desired. Gi Hun, who looked to be the team's leader, told them that it is now appropriate for them to establish some trust because they are teammates and should be at peace already. A distrustful attitude is difficult to manage, but a little reassurance can suffice to make them feel noticed and acknowledged in their position.

d. Event Schema: This paradigm enhances our understanding as well as interpretation of a certain event. Van Dijk argued that a person's, or more specifically in this case, someone's, contribution to the truthfulness of a society is based on their memories, experiences, and interpretations, every one of which is linked to psychological processes. Furthermore, memory is important in social cognition. Memory allows people to recollect information and develop knowledge. The memory changes into a location where a concept from the past or present is stored, including information that assists the person in comprehending reality in society.

*Ali: I'm so glad that we can meet again. Thanks for the bus fare sir, it means so much to me.*

*Sangwoo: Why would you give it to me?*

*Ali: It's because you saved my life. I wanted to thank you*

*Sangwoo: You only got this far because I was there. Like when I gave the bus fare to you and I'm the one who got the team through Tug of War. We kept watch at night together and just before this begin, You and I swore that we leave here*

*together, right, Ali? Listen, Ali, please*

The data above is a sequence of events of Ali and Sangwoo after their first encounter to the last one where they finally apart from each other due to Sangwoo's dissatisfaction of Ali's temporary winning. After Sangwoo gave Ali money from the first meeting, he remembered it and brought it up when he finally met Sangwoo again for the second time. Someone's act is not easily forgotten when someone is in need. Thus, the memory stayed in Ali's mind and he did not forget to give it back what he received by giving Sangwoo some of his food because he remembered Sangwoo's kindness in the past. At last, something happened and Sangwoo turned to rage at Ali who happened to keep winning in any game but a sly Sangwoo would gaslight him and finally got Ali's attention by telling him about the past and things he had done to him, and with him. It makes the goodness in Ali could not help but melted at his words. Human relationship is complicated. One time, they would be fine, and the other time, after several of events that eventually took away their trust on someone, it would be all broken to pieces and hard to keep it altogether. Organizing, comprehension, as well as description, are highly relevant to any circumstance or behavior which significantly helps or hinders the achievement of those goals, such as getting together a significant other, making plenty of money, getting into a collision, or losing a great deal of money. As a result, it is crucial to include it as complexity in detailed action definitions. (Van Dijk, 2009). Hence, it describes Sangwoo and Ali's relationship as a whole in certain events of their life.

### **b. Social Context**

In order to analyze, understand, and comprehend the content, an intertextual analysis is required. This is done by assessing if the speech discussing a subject has been observed from society's production and construction processes. The way language and text are used reflects their social setting. Van Dijk maintains that, in contrast to the typical direct relationship between society and speech, this influence is equivocal as well as depends on how language users describe the circumstances surrounding communication. Context models are a unique concept proposed by van Dijk for these definitions. These concepts control all types of language and understanding and describe how language adapts to different

situations. They are the missing connection between language and society that pragmatics and sociolinguistics have previously overlooked. According to Van Dijk (2009), power and access are two critical notions in assessing society.

a. Power: Van Dijk defines power as the ability of a single individual or group to have an influence over members of another group. Discourse analysis focuses mostly on power in society. Power and control are equivalent. Influencing a person's or a community's state of mind, including views, opinions, or understanding, requires the implementation of power to govern and lead persuasion and consent.

*The boss: Damn it, you little son of a... Hey, I'm busy now, we'll talk later*

*The broker: You're only paying to get them to China, though. If you want to get them to the South, then ...*

*[Saebyeok throws the hot coffee on his face]*

*The broker: That burns! Oh, that's fucking hot!*

*Minyeo: Hey look here you guys... Why keep the strange foreigner when we could just ditch him?? Is it okay to make the team that way? Huh? Guess I'd better do some major restructuring team while I'm here.*

Notice that all of the data above coming from natives instead of immigrants. That is because immigrants do not have any power to say such things to native. Influencing people, giving them views or opinion are truly not valid in the case of immigrants. Thus, the natives are the ones who are able to say such words. The boss swore at Ali because he begged for his money, and he could leave him at instant by pretending that he was busy because he wanted the money all for himself and he does not want to be seen as a bad boss. He definitely had power because Ali worked for him and he needed the money.

In the next data, there is a broker who wanted to negotiate with a defector in a sly manner. He clearly wanted to deceive the defector, in this case, Saebyeok. The broker needed more money so he gave her pressure by signaling her to get more money. He might not had told her yet because she already cut his words before he could finish it. The broker was the one who was going to send her family to South Korea, so he needed money for that but as a human who can not be satisfied, he wanted more. The broker has power and the defector needed him to achieve her

needs.

Understanding what is going around gets easier with the notions of power and solidarity unbalanced relationships are necessary for the exercise of power; a single individual must possess a greater amount of a key resource compared to another or groups of individuals, such as situation, wealth, or influence. Languages have greater influence compared to all their dialects combined (Wardhaugh 2006). This has the same case as Minyeo who blatantly attack Ali in public and influence people to just ditching him instead recruiting him as a part of teammate. The xenophobic notion really sticks on her words that she seemed having hatred towards Ali. Minyeo has a straightforward personality as a woman and she does not hesitate to swear at people including Ali, even though he did not even bother her. Thus, the power Minyeo has in having a power to influence people for not voting for him.

b. Access: Based on Van Dijk's theory of access, privileged groups or entities are those who have more access to groups under them, allowing them varying degrees of power in managing, encouraging, and directing the social setting as well as in manipulating media outlets in order to shape how the public views things.

*Gi Hun: we're all teammates now. The least we should know is our names and build up a little trust, right?*

*Gi Hun: You think that's how it works huh? You don't trust people here because you can. You do it because you don't have anybody else.*

*Sangwoo: you only got this far because I was there. Like when I gave the bus fare to you and I'm the one who got the team through Tug of War. We kept watch at night together and just before this begin, You and I swore that we leave here together, right, Ali? Listen, Ali, please*

From the data above, Gi Hun has massive role in influencing people because he has access for it. First, he is a native, and secondly, he has a good heart. People like Ali and Saebyeok who are merely immigrants are grateful for having a person like Gi Hun around because he made them feel safe. Not only he asked them to join his team, but also, he encouraged them to build a trust among teammates because eventually they wanted the same thing, which is winning.

Sangwoo on the other occasion brought back things he had done so that Ali would be influenced to eventually pity him, giving up his attempt in winning the game in order for Sangwoo ended up to be a winner. Sangwoo turned out did not use his power well, instead, he wanted to make Ali lose and get killed, but at the end, he gaslighted Ali by bringing up the past so Ali would change his mind. The access of Sangwoo to do that is big because in fact, he did help Ali in many things, so in order to achieving his desire, showing Ali the access of a privileged is needed for winning.

The findings showed that The characters of the Squid Game series are could be comprehended from their perspective by using Van Dijk's view in showing the relationship between social cognition and social actors, which could be done by using schemas such as (1) person schemas, in which how a manner of an individual's perspective works could be seen from the statements or comments the native Gi Hun made to other individuals. He does not have any ill manners towards others, especially those who are feeling left out, such as immigrants like Ali and Saebyeok, and (2) self-schemas, which focus on how one understands, describes, and fully acknowledges themselves to other people. It was shown when the immigrant Ali expressed the begging kind of statement to reach for the boss' sympathy and elaborated on his condition physically and financially in order to make the boss understand his feelings, and then (3) role schemas, which focus on the manner in which an individual senses, analyzes, and validates their place and function in the community. It can be seen in a conversation between Sangwoo and Ali that Sangwoo shows his role as someone who has higher status and more money than Ali; thus, even in the first scene of their meeting, he cared a lot and had the responsibility of not letting Ali walk all the way down to Ansan, which is a place where he lives. Lastly, (4) event schema, which clarifies our comprehension as well as interpretation of a certain occurrence. It was shown in the data that after Sangwoo gave Ali money from the first meeting, he remembered it and brought it up when he finally met Sangwoo again for the second time. Someone's act is not easily forgotten when someone is in need.

The result of this study is similar to Van Dijk's (2008) theory who stated that Others may be more culturally changeable, such as distinctive social features

of individuals. Some context categories may (or must) be universal, such as Speakers and various types of Recipients, as well as Knowledge. Status, power, and relatives are all important considerations. Many cultures have participant features that regulate various manifestations of politeness and reverence, although others (for example, talking to one's mother-in-law) may be more specific.

In addition, the result of this study also similar to Robbins (2018) who investigated power abuse which creates unbalanced connections that are essential for the effective use of power; a single individual must have greater quantities of an essential resource than another or groups of others, such as circumstance, wealth, or influence. As a result, the motivation underlying any xenophobic speech against immigrants is determined by the goal, thinking, or circumstances that influence other people's views or perceptions about the immigrants themselves.

## **CONCLUSIONS**

Considering the analysis above, it can be inferred that human interactions are difficult to comprehend. They'd be acceptable one minute, but shortly thereafter, through a sequence of occurrences that wrecked their trust in someone, everything would be shattered and tough to put back together. Organizing, comprehending, and explaining are critical in any event or behavior that has a substantial influence on reaching any of those goals, such as meeting a significant other, making a lot of money, getting into a vehicle accident, or losing a lot of money. Different perspectives of individuals could help other person like immigrants being seen as good and far from the skeptical view that are usually seen by others. Lastly, power is essential in order to find out the unbalanced relationship between human and abusing it happened because somebody with power and access has greater resources than others.

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