

1. CREATIVE BACKGROUND

Horror means the feeling of intense fear, shock or disgust. In the context of a movie genre, horror is a movie genre that evokes fear, whether it's physical or psychological which usually delves into dark matters and topics, usually revolving around the life-death stake. Horror movies is a genre that challenges the fundamental belief that we cling to, trying to make sense of all these terrors (Bell, 2020) that works because it explores through uncertainty, breaking our boundaries, and binaries breaking down. Horror movies are divided into three subgenres, the uncanny, supernatural, and super-uncanny (McKee, 1997). In this creative work, the author explores the super-uncanny subgenre, because it's a horror-thriller. The threat is a physical human lurking behind the darkness and capturing the students in the middle of the game. However, it's disguised as a supernatural threat in the beginning, to give the a space to interpret this as an actual supernatural horror.

Scriptwriting is an act of crafting scripts by orchestrating scenarios for any media, such as feature films, television production, and video games. In the context of cinematography, scriptwriting is the stage where the screenwriter develops the idea for the film (Bordwell, Thompson, & Smith, 2020). A scriptwriter has a crucial role to fabricate visual scenarios using the comprehensible words and sentences. A scriptwriter has to be able to create interesting narratives, as well as orchestrating the visuals, audios, and the rest of the scenarios in the right timing (Amelia, Hakim, & Depita, 2024). A script is the foundation of a whole movie because narrative is the strongest part of it (Bordwell, et.al, 2020).

A narrative is divided into three act structures which act as the fundamental skeleton of it. According to Fadhilah (2025), the three act structure is the skeleton of literature, theatre, as well as films. This helps writers maintain clarity in their narrative (Juwita et al, 2021). With the three act structure, a story helps the writer deliver its point, as well as arranging the cause - effect reasoning between

characters. The three act structure is divided into Act 1, Act 2, and Act 3, each stage has its own function on the ecosystem (Bell, 2020).

Since the 3 act structure is fundamental in the horror movie, author who takes the role as the writer tries to implement it in *Night Scourge* screenplay. This thesis delves into the “script topic” in writing *Night Scourge* feature length script, which tells about an arrogant girl named Alifia who is the part of the cool girl gang at school. It’s basically about Alifia and her friends in her gang invited to a leadership camp together, and promised for the best student award if they make it to the end in the night scouting game. Initially, they all believe that this school was haunted because they hear uncanny impact sounds and see items moving by itself when they come to the school at night once, and the threat seems even more real when their friends begin to disappear one by one during the night scouting game. But the hints they found during the game eventually reveals that this activity is not supernatural, but the principal’s snare conspiracy to bully them all. They were involved with the bullying of his son, which led to his tragic death. He ordered the teachers to run his plan of bullying the students in this snare of anxiety.

Alifia is the main character of this narrative. She’s one of the members of the cool students gang who once bullied the principal’s son until his tragic death. Therefore, Alifia is one of the targets. But, what makes her so special that the narrative uses her point of view is because she’s the survivor of the snare. She also underwent a change on the way she perceives life, which follows the Horror Theory by Bell (2020). She used to underestimate people perceived as not cool, but after witnessing Heri’s act, Alifia begins to learn that every human has their good and bad.

In the horror screenplay *Night Scourge*, the Three Act Structure theory by Myers (2025) and the Horror Theory by Bell (2020) is not successfully implemented to the narrative. Author didn’t develop a complete Act 1 for the narrative, because the MacGuffin’s importance and consequence, fear, and want is not fully explored. The Act 2 is too flat, no progression, no threat either, and it’s flimsy. The Act 3 is a pile of useless details that don't contribute to the narrative.

The main character's goal, way to perceive life, and change is not well established either. No devastating consequence if Alifia fail to get the MacGuffin. The way she perceives life also doesn't hurdle her from doing her mission. Her change doesn't distinguish her from the other characters, and she doesn't learn anything from the change, because Daud also changes here. So basically, I applied their theories flatly, no process, no unique perspective, just an ordinary change.

1.1 RESEARCH QUESTIONS AND LIMITATION

The research questions are “How is the 3 act structure theory by Myers (2025) implemented in the horror movie screenplay *Night Scourge*?” & “How is the Horror Theory by Bell (2020) is implemented in the horror movie screenplay *Night Scourge*?”

The discussion in this thesis is limited to the implementation of the horror theory by Bell (2020) integrated on some sequences or scenes. The way to perceive life is limited to Act 1's orientation. The dread is limited to act 1's inciting incident and plot point 1, act 2's realization, pinch point 1, and action. The threat is limited to moment of truth, plot pinch 2, renewed push, plot point 2, twist, and climax. The twist revelation is limited to renewed push, plot point two, and twist. The character change is limited to Act 3, specifically the climax part.

1.2 CREATIVE OBJECTIVES

The objective of this project is to show how the 3 act structure theory by Myers (2025) and horror theory by Bell (2020) is integrated on a horror movie screenplay, show that the horror elements such as the character goal, way to perceive life, and so on is effective, and to prove that the 3 act structure is crucial for a horror movie screenplay.