

[https://www.youtube.com/watch?v=F2bk\\_9T482g](https://www.youtube.com/watch?v=F2bk_9T482g)




# Decades of Disney Deaths

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# Analysis (1937-2003) vs (2003-2016)

- Character status
- Depiction
- Death status
- Emotional reaction
- Causality

# Character Status

- Cohort 1; 52% good guy, 48% bad guy
- Cohort 2; 70% good guy, 30% bad guy



# Depiction

- Cohort 1; Explicit death 43%; Implicit death 48%; Sleep death 9%
- Cohort 2; Explicit death 20%; Implicit death 80%



<https://www.youtube.com/watch?v=uyXCyalYuzo>

# Death Status

- Cohort 1; 74% deaths permanent, final and irreversible (60% antagonists, 40% protagonists)
- 26% reversible (all protagonists); 2/3 return in same form, 1/3 in altered form
- Cohort 2; 90% permanent, final and irreversible (33% antagonists, 67% protagonists)
- 10% reversible (altered form)



# Emotional Reaction

- Cohort 1; 48% sadness, remorse, anger (90% related to death of protagonist)
- 13% happiness, relief (antagonist)
- 39% lacking or neutral
  
- Cohort 2; 70% sadness, remorse, anger (all protagonist)
- 10% happiness, relief (antagonist)
- 20% lacking or neutral (antagonist)





<https://www.youtube.com/watch?v=tBIDvdIpHlk>



# Causality

- Cohort 1; a character being intentionally killed (purposeful) was 70% of all deaths compared to 30% being accidental
  - For the purposeful deaths 38% were 'justified' and 62% 'unjustified'
  - For the accidental deaths 71% were 'justified' and 29% 'unjustified'

Overall the number of justified vs unjustified deaths was approx. equal

However;

- all justified deaths were of bad guys
- all unjustified deaths were good guys



# Causality

- Cohort 2; purposeful was 30% compared to 70% accidental
  - For the purposeful deaths 67% were 'justified' and 33% 'unjustified'
  - For the accidental deaths 14% were 'justified' and 86% 'unjustified'

More deaths unjustified

However once again

- all justified deaths were of bad guys
- all unjustified deaths were good guys



# Observed changes

- Character status
  - Death happens to good guys and bad guys; we're all vulnerable
- Depiction
  - Explicit deaths being shown less often ?less traumatic for viewers, ?harder for children to understand
  - No sleep deaths; positive outcome not equating death to being asleep for a long time

# Observed Changes

- Death Status
  - Most portrayed as permanent
  - Cohort 1; 6 deaths reversible and all were protagonists  
?good guys get another chance, bad guys don't
  - Cohort 2; only film where death is reversible is Moana





# Observed changes

- Emotional reaction
  - Expression of happiness relief at a death a minority
  - Majority express grief, sadness -?allows recognition that these emotions are allowed to be expressed when someone dies



# Observed changes

- Causality
  - All justified deaths antagonists ?do bad guys deserve to die, ?does an accidental death let them get what they deserve will allowing the good guys to keep being good
  - In Cohort 1; lots of deaths were intent to kill, in Cohort 2; more varied causes of death eg. Sickness, old age, fire,war

# Observed changes

- Emotional response







# Overall trends

- Familial ties of those who died to main character
- Less explicit more realistic displays of death
- Coping mechanisms being identified

# Beyond 2016

- Soul
- Coco
- Onward

