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% anatgonists,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% anatagonists, 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=tBIDvdlpHlk



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'

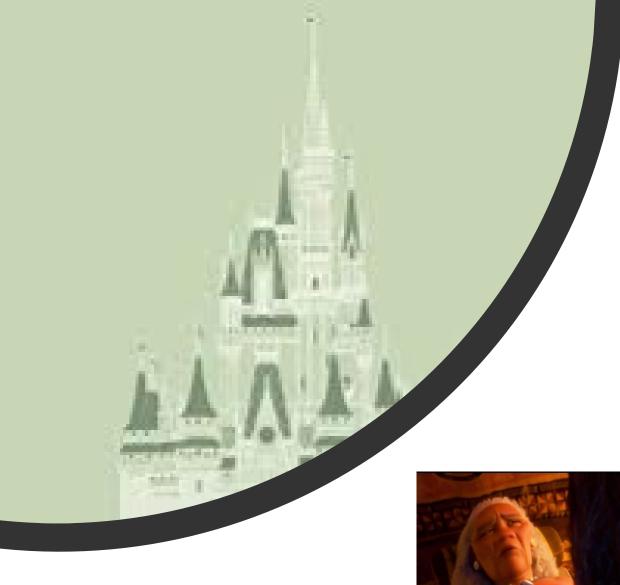
More deaths unjustified

However once again

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



- 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



- 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







- 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



- 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



• 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





