

# CHAPTER I

## INTRODUCTION

### 1.1 Research Background

Teams are characterized as two or more people associated- acting powerfully, interdependently, and adaptively toward a common objective, with each part having a particular part to fill inside the boundary of the group (Salas, Dickinson, Converse, Tannen Baum,1992). Characterize compelling group flow flowing to the taking after criteria: (1) group execution (2) part fulfillment and (3) Team adaptation, the group involvement improves each member's capability to work and learn together within the future) (Nadler, Hackman, and Lawler 1979).

Conceptual show particularly in the elements centers on three empowering conditions, which may shift considerably in essential care settings: (1) a "real", that's, steady group; (2) clearly portrayed obligations and foreordained standards; and (3) steady rewards and incentives. As a result, various logical audits have been attempted to extricate the person, group, framework, organizational, and natural variables that characterize and shape viable cooperation (Humphrey & Aime, 2014; Mathieu, Maynard, Rapp, & Gilson, 2008; Salas, Shuffler, Thayer, Bedwell & Lazzara, 2015).

The utilization of bunches or groups in associations is considered a successful reaction to the energetic and competitive situations in which associations work (Lira et al., 2008). In thought of the effect of bunches on authoritative results, associations are presently giving more time, consideration and assets towards investigating bunches with a solid center on gathering execution (Chou & Garcia, 2011).

Portrays the way little bunches and people act and respond to diverse circumstances in what he calls "bunch flow" (Lewis (1943). clarifying around "group" and "gather" says that "a group could be a extraordinary kind of gather, since Separated from the reality that they connected with each other, they moreover work together as a group have the same objectives, they are coordinates, locked in and they have complementary competences" (Lind & Skärvad 1997). This hypothesis is additionally bolstered by (Lewén & Philip 1998).

## **1.2 Research Questions**

There are some parts that can be analyzed in the movie "X-MEN FIRST CLASS" By Mathew Vaughn made from a production house marvel entertainment. Therefore the discussion will be focused on:

1. How is the team dynamic presented "Mathew Vaughn's X-Men First Class?"

## **1.3 Research Objectives**

This research is going to see the importance of a dynamic team based on the film x-men first class.

- 1.) To see the broad picture Dynamic team is presented by meeting X-Men members one by one and forming a team.

## **1.4 Scope of the Research**

This research is based on the movie about team dynamics. This film is based on the Marvel cinematic universe, released in 2011. This movie tell the impact if the destruction of team members without the chairman's control.

## **1.5 Research Benefit**

With this research, the writer would like to the reader get benefit such as:

1. Getting new knowledge and moral values based on the film.
2. Discusses aspects of team dynamics in the film and in the real world for the education system.
3. This research can be a reference for the next researchers to conduct the similar term of study with different topics and objects.

## **1.6 Definition of Terms**

In order to avoid misunderstandings that are used in this proposal, especially in the title, the researcher would like to describe the definition of the term before going to further discussion. They are:

1. This film explains about Magneto and Professor X creating a team to stop Shaw from triggering a nuclear war between the Soviet Union and America, and destroying humanity while the mutants will survive.
2. Team dynamics are those mental powers affecting the heading of your team's execution and behavior. Those flows are made by the identities included and how they are associated. Understanding a team's flow can alarm you to how fruitful it may be and can apply it in the education system.