
Symbolism of Problem Solving in the Film *Jumanji: Welcome to the Jungle*

Riziq Prio Alfarras¹, Dewi Wulandari², Fitrah Dwi Insany³, M Aidil Januar⁴

^{1,3,4,5}Fakultas Sastra, Universitas Islam Sumatera Utara (UISU), Medan, Indonesia

²Universitas Deztron Indonesia, Medan, Indonesia

Article Info

Article history:

Received: February 20, 2026

Accepted: March 19, 2026

Online Published: April 15, 2026

Keywords:

Symbolism

problem

solving

clues

teamwork

friendship

ABSTRACT

This study examines the use of symbolism in problem-solving as portrayed in the film *Jumanji: Welcome to the Jungle*. Employing a qualitative approach grounded in Denzin and Lincoln (1994), the research analyzes six game levels—from “From the Deep” to “Call Out Its Name”—as symbolic constructs that function as critical clues guiding the avatars throughout their journey. The findings reveal that interpreting the symbolic meanings embedded in each level title is essential to achieving the avatars’ objectives. For instance, “From the Deep” reflects the characters’ initial disorientation and uncertainty upon entering the game world. As the narrative progresses, the avatars rely on collaboration and critical thinking to decode these symbols and overcome challenges. Beyond its entertainment value, the film’s symbolic framework encourages audiences to engage in reflective and analytical thinking, mirroring the problem-solving processes experienced by the characters. Ultimately, the film employs symbolism to communicate key themes of teamwork, perseverance, and friendship. By collectively interpreting symbolic clues, the avatars not only succeed in completing the game but also develop a deeper understanding of themselves and the significance of human connection.

Corresponding Author:

Dewi Wulandari

Universitas Deztron Indonesia, Medan, Indonesia

E-mail: dewiudi.0101@gmail.com

1. Introduction

A symbol is a physical object that is used to represent an abstract idea. The word “symbol” comes from the Greek “symballein” which means “to put together”. In the other hand, it also comes from the word “symbolon”, Greek as well, which means “mark”, “taken”, or “sign”. Sometimes, when used in literature, the word “symbol” refers to a figure of speech in which a person, object, or situation symbolizes something else than its literal meaning (Hasan, 2022).

Wellek and Warren (1949) recommend two ways in their popular book *Theory of Literature*; intrinsic and extrinsic methods. Extrinsic method includes whole environmental factors from the author as biographical, while the intrinsic one covers what in the work itself by putting aside the environmental factors and focus only on the work itself such as plot, characters, setting, worldview, tone, and symbolism (Wulan, 2022) that we are going to focus in this study. Especially in literary works as poetry, novel, film, and many others that contain many kinds of symbolism.

The film as the object of this symbolism analysis research is *Jumanji: Welcome to the Jungle*. It is an American adventure comedy film published in 2017 under Sony Pictures Entertainment. Directed by Jake Kasdan, based on a story conceived by McKenna. The film is the third sequel of *Jumanji* universe and a continued story to *Jumanji* (1995). The story

focuses on a group of teenagers; Spencer Gilpin, Fridge Johnson, Bethany Walker, and Martha Kaply who come across Jumanji, now transformed into a video game twenty-two years after the 1995 film. They find themselves trapped inside the game as a set of adult avatars as; Dr. Xander Smolder Bravestone - Spencer, Franklin Mouse Finbar - Fridge, Professor Sheldon Shelly Oberon - Bethany, Ruby Roundhouse - Martha, playing by seeking to complete a treacherous quest alongside another player who has been trapped since 1996, Seaplane McDounough - Alex Vreeke (Fullerton, 2017). Together, they solve problems and clues at each level to successfully complete the game.

According to Chukwuyenum 2013 in Saguni, (2019); problem solving is the form of critical thinking which includes a person's efforts to use logic in order to pay attention, interpret, analyse, and evaluate information to arrive at a valid and reliable problem solves strategy. This is implemented in the game they have in the film, where each avatar needs to think critically using their logic in order to interpret the implied meanings symbolized in each level name, they also have to evaluate how they should able to complete each level until the end of the game.

As a contemporary popular film, *Jumanji: Welcome to the Jungle* offers more than entertainment; it presents a rich network of symbols embedded within its characters, settings, and narrative structure. The transformation of the traditional board game from *Jumanji* into a digital video game reflects a shift in cultural context from analog to digital generations. This transformation can be interpreted symbolically as a representation of technological development and its influence on youth identity. Moreover, the use of avatars—adult bodies embodying teenage personalities—symbolizes the contrast between self-perception and idealized identity, highlighting themes of insecurity, growth, and self-acceptance.

Through an intrinsic approach, the symbolic elements can be examined within the narrative components of the film itself. The jungle setting symbolizes a space of chaos and challenge, functioning as a metaphor for adolescence—a transitional phase filled with uncertainty and risk. Each character's strengths and weaknesses, explicitly listed as part of the game mechanics, symbolically represent their internal struggles in real life. For instance, physical power, intelligence, or charm are not merely gameplay attributes but reflections of deeper psychological traits that the teenagers must understand and reconcile. Thus, symbolism in the film operates as a structural device that reinforces character development and thematic depth.

Furthermore, the quest structure of the film symbolizes the journey toward maturity. Every level in the game presents obstacles that require cooperation, courage, and critical thinking, which parallel the real-life problems faced by the characters outside the game. The symbolic interpretation of these challenges supports the idea that problem solving is not only a cognitive activity but also a transformative process. By completing the game, the characters symbolically achieve personal growth and stronger social bonds. Therefore, analyzing the symbolism in this film through an intrinsic method provides insight into how cinematic elements convey abstract ideas about identity, resilience, and self-discovery. This current study aims to bridge this gap by analysing the symbolic meanings embedded within the six levels of the *Jumanji* game presented in the film. By deciphering these symbols, we can gain a richer understanding of the challenges faced by the avatars and the problem-solving skills requires to overcome them. Additionally, this analysis will explore how the film employs symbolism to

not only entertain audience but also encourage them to think critically alongside the characters.

The researchers chose *Jumanji: Welcome to the Jungle* as the research object because the researchers wanted to introduce symbolism to the readers which found so many in this film. Not only symbolism and problem solving, there are many other messages that can be taken from this film such as teamwork, struggle, belief in each other, and the value of true friendship. By deciphering the symbolic clues, avatars are not only managed to win but also each character develop a greater understanding of themselves and the importance of humanity connection.

2. Literature Review

Symbolism is a widely used literary device employed by writers to add depth and complexity to their works. It enables them to establish connection between abstract ideas and concrete objects or situations, allowing readers to grasp intricate concepts and follow central themes (Weidhardt, 2019). In film, symbolism functions similarly, enriching the narrative and prompting viewers to actively participate in deciphering the symbolic meanings (Wulff, 2012).

Studies on the use of symbolism in film have been conducted across various genres. For instance, Brown (2008) analyse the symbolic significances of colours in the science fiction film “*Blade Runner*”, while Chigrin (2012) explores the symbolism of water in the fantasy animated film “*Spirited Away*”. These studies demonstrate how symbolism can contribute to the film’s visual storytelling and audience interpretation as happened in *Jumanji: Welcome to the Jungle*.

Within *Jumanji: Welcome to the Jungle* utilize symbolism to enhance the narrative’s complexity and challenge viewers to solve clues alongside the characters. Previous studies “*Jumanji*” have primarily focused on the film’s themes of friendship and self-discovery (Nguyen, 2018; Khan, 2019). However, a deeper examination of the symbolic elements within the film, particularly in the context of problem solving, has yet to be explored in detail. Therefore, the researchers are interest to focus on symbolism in this study.

2.1 Describing Relevant Scholarship

Several empirical studies have examined symbolism as a narrative strategy in adventure and fantasy films. For example, Booker (2010) argues that quest-based narratives in popular cinema frequently employ symbolic objects and spatial settings to represent psychological transformation. In his structural analysis of contemporary fantasy films, he demonstrates how magical artifacts, missions, and obstacles symbolize stages of moral and emotional growth. This perspective is relevant to *Jumanji: Welcome to the Jungle*, in which each game level and artifact functions not merely as a plot device but as a symbolic representation of internal development and identity negotiation.

Research focusing specifically on game structures in film also supports the symbolic interpretation of narrative elements. Ryan (2006), in her study of narrative across media forms, explains that video game–inspired storytelling often integrates rule-based systems as symbolic frameworks that guide character progression. Similarly, Kirkland (2009) analyzes the relationship between gameplay mechanics and meaning-making, emphasizing how rules,

strengths, and weaknesses assigned to characters can symbolize broader human limitations and potentials. These findings provide empirical grounding for examining how the avatars' listed abilities and vulnerabilities in *Jumanji: Welcome to the Jungle* operate symbolically within the story.

In addition, studies on adolescent representation in fantasy cinema reveal that transformation motifs often symbolize identity reconstruction. According to Coats (2011), metamorphosis in youth-centered fantasy narratives typically reflects the protagonists' struggle with self-image and social roles. The shift from teenage bodies into idealized adult avatars in *Jumanji: Welcome to the Jungle* can therefore be interpreted within this scholarly framework as a symbolic enactment of adolescent insecurity and aspiration. This aligns with earlier analyses of fantasy films such as *Spirited Away*, where character transformation serves as a metaphor for maturation (Napier, 2005).

Moreover, visual symbolism in cinematic environments has been widely discussed in film studies. Bordwell and Thompson (2013) emphasize that *mise-en-scène*—including setting, costume, and props—often carries symbolic weight that reinforces thematic meaning. In adventure films, natural landscapes such as forests or jungles frequently symbolize danger, unpredictability, and personal trial. This supports interpreting the jungle setting in *Jumanji: Welcome to the Jungle* as more than a physical backdrop; it functions symbolically as a testing ground for courage, cooperation, and resilience.

Finally, empirical research on problem solving in narrative media suggests that audiences engage cognitively when symbolic clues are embedded in the storyline. Zwaan (1999) proposes that narrative comprehension involves constructing mental models based on symbolic cues, while Mayer (2009) highlights that problem-based scenarios in media can stimulate critical thinking and reasoning processes. These studies reinforce the relevance of analysing symbolism in *Jumanji: Welcome to the Jungle* as an intrinsic element that not only advances the plot but also encourages viewers to interpret clues, evaluate strategies, and participate mentally in the problem-solving journey depicted in the film.

2.2 Symbolism and Narrative Meaning-Making in Film

In addition to descriptive discussions of symbolism in film, it is important to frame this study within broader theoretical perspectives that explain how symbols function in narrative meaning-making and cognitive engagement. From the perspective of symbolic interpretation, symbols operate as semiotic signs that connect concrete narrative elements with abstract concepts and cultural meanings, enabling audiences to interpret deeper layers of the story (Bordwell & Thompson, 2013). Within narrative theory, quest-based storytelling often structures symbolic objects, obstacles, and spatial settings as representations of psychological and moral development (Booker, 2010). These symbolic narrative structures guide characters through stages of challenge, interpretation, and resolution, which parallel the cognitive processes involved in problem solving. In media and game narrative studies, Ryan (2006) and Kirkland (2009) further explain that rule-based systems, character abilities, and environmental clues in game-inspired storytelling function symbolically as frameworks that shape character progression and meaning construction. When viewed through this theoretical

lens, the levels, clues, and avatar abilities in *Jumanji: Welcome to the Jungle* can be interpreted not merely as gameplay mechanics but as symbolic representations of cognitive and psychological development. Therefore, analyzing the film through symbolic and narrative frameworks allows this study to examine how cinematic storytelling integrates symbolism with problem-solving processes, encouraging both characters and viewers to engage in interpretation, reasoning, and collaborative meaning-making.

3. Method

This study has been conducted by applying qualitative approach by Denzin and Lincoln (1994). Qualitative research is multi-method that includes interpretative and naturalistic research. Means that qualitative researchers study attempting to make sense, or interpret, phenomena in terms of the meanings people bring to them (Aspers & Corte in Wulan, 2022). This study serves the symbolical meaning of six signs in the film *Jumanji: Welcome to the Jungle*. These symbols are considered the main symbols because they are important in the storyline that able to guide the avatars to complete the game. Symbolism used as the main theory in the film *Jumanji: Welcome to the Jungle* which the symbols identify many things which become the main clues throughout the complex stories in this film, Furthermore, the analysis of large symbols is has is developed more in the discussion to further examine the depth of the symbolic meaning of the symbols. Each symbol has its own meaning, interpretation, and evaluation of problem solve solutions

4. Results and Discussion

The findings of this research indicate that symbolism plays a central role in structuring the narrative and guiding the problem-solving process in *Jumanji: Welcome to the Jungle*. The six identified symbols—"From the Deep," "The Mighty Roar," "The Missing Piece," "The Defenders," "When You See the Elephant Begin to Climb," and "Call Out Its Name"—function not merely as level titles but as metaphorical clues that direct the avatars' actions and decisions throughout the game. Each symbol encapsulates a specific challenge that requires interpretation, critical thinking, and collaboration in order to be resolved. The analysis demonstrates that successful progression in the game depends on the characters' ability to decode these symbolic meanings, which simultaneously reflect their psychological growth and strengthening teamwork. Therefore, the study finds that symbolism in the film operates as both a narrative mechanism and a cognitive stimulus, encouraging analytical engagement from the characters and the audience alike.

4.2 Discussion

4.2.1 From the Deep

From the Deep is the first level of the game. Began with Spencer as Dr. Bravestone, Fridge as Mouse Finbar, Bethany as Professor Shelly Oberon, and Martha as Ruby Roundhouse who all of them just step on *Jumanji*. They did not expect to be in the world of video-game. Each of them admired their physical appearances changes and learned about their

surroundings, including the three stripes tattoo on their arms. Until a wild hippo appeared from the deep river behind them which became the name of this level. They scream in fear when the hippo starts to devour Shelly/Bethany. The hippo went back into the river as they all regretted for the missing of Bethany, who they thought was dead and could not be able to return to the real world together with the rest of them. But suddenly a “ding” sound came from the sky which dived Shelly down to the ground. Seeing there were only two stripes of tattoos on Shelly’s arm while the others had three, they realized that each of them had 3 lives only which marked with the three stripes tattooed on their arms. When Shelly was eaten by a hippo, he has two lives left. For the next, they need to be watchful for the safe to end the game.

Professor Shelly Oberon is reading the map of Jumanji.

Shelly: It says From the Deep.

Bravestone: The hippo came from the deep. The one that...

Shelly: Yes. The thing. The thing that did the thing. That's it. Moving on.

Bravestone: So, if From the Deep is the first level, then, then The Mighty Roar must be the second level.

The quotation occurs when the avatars begin to recognize that the map of Jumanji functions not merely as a navigational tool but as a symbolic guide. When Professor Shelly Oberon reads the phrase “From the Deep,” the title initially appears to be a simple geographical reference. However, Bravestone immediately connects it to the earlier attack by the hippopotamus that emerged from the river. This connection reveals that the level title operates symbolically as a clue. “From the Deep” does not only describe a physical location; it represents hidden threats and unexpected dangers arising from the unknown. The characters’ realization marks a turning point in their problem-solving process, as they begin to interpret the game’s language metaphorically rather than literally.

Shelly’s humorous response “Yes. The thing. The thing that did the thing.”—also highlights his intellectual but physically limited persona. Although he possesses knowledge and analytical skills, he struggles with action-oriented situations. This dialogue reinforces the contrast between intellect and bravery among the avatars, suggesting that effective problem solving in the game requires both interpretation and decisive response. The symbolic clue prompts them to reflect on past events in order to anticipate future challenges.

When Bravestone concludes that “The Mighty Roar must be the second level,” the group demonstrates logical reasoning based on pattern recognition. They infer that each phrase on the map corresponds to a staged challenge. This moment illustrates how symbolism structures the narrative progression in *Jumanji: Welcome to the Jungle*. The level titles function as metaphorical signposts that require interpretation, encouraging collaboration and analytical thinking. Thus, the quotation exemplifies how the film integrates symbolism with problem-solving mechanics, engaging both the characters and the audience in decoding meaning as the story unfolds.

4.2.2 The Mighty Roar

The Mighty Roar is a level where the avatars realized the wrath of Russell Van Pelt, the main villain in the game and film. Find out from a vulture, one of his command that

Bravestone and his sidekicks have the jewel he is been looking for a long time, Russell cursed the whole Jumanji. Russell's wrath and the curse of Jumanji define The Mighty Roar itself. At this level, Bravestone and the others meet the Riders, a called for the motor gang under Russell's command. They all fight in the middle of Jumanji's jungle to defend their lives.

While they were focused on the map, a bullet rocket arrived as the time
Riders' arrival.

Finbar: What is this game?!

Bravestone: Run!

Everybody is run away from the Riders into the jungle.

Finbar: Come on, legs! Why am I running so slow?! Oh, my God, oh, my
God, oh, my God!

Inside the jungle, Shelly fell on the ground, one of the Riders intended to hit him, but Ruby came out of nowhere jumped at the Rider with her Tai Chi leg movement and kicked the Rider right on his face, Shelly was saved.

Shelly: Oh wow! A gorgeous karate badass!

Ruby: That was a Tai Chi. I guess.

At the other side, Bravestone and Finbar hide in the bushes looking for
Bravestone's weapon in Finbar's backpack.

Finbar: Those guys have huge guns. Really? Is that what those are, Spencer?

Bravestone: Let me see your backpack. Inside your backpack, you have my
weapons.

Finbar: Got your weapons? I can't feel no... What's this?

Bravestone: Oh, yes. Boomerang! It's one of my strengths.

Finbar: What are you gonna do with it?

Bravestone: I don't know. Kill them, I guess.

Bravestone threw a boomerang at the Riders and they were all defeated with
a right target.

The four of them met again at the end of a cliff with the river down it. There
was no way they could go back towards the Riders,

Ruby: We have to jump!

Shelly: Are you out of your mind?

Bravestone: I would rather do anything else right now but that.

Ruby: Jump!

The rest three: Martha! Jump!

They jumped into the water, and pulled over to the edge.

This sequence illustrates how symbolic elements and character attributes function as practical clues within the narrative structure of Jumanji: Welcome to the Jungle. The sudden arrival of the Riders and the rocket attack reinforces the symbolic meaning of danger introduced in the earlier level, emphasizing that threats in Jumanji emerge abruptly and require immediate interpretation and action. Finbar's panic about running slowly humorously highlights the contrast between real identity and avatar form, symbolizing the characters' struggle to adjust to new strengths and weaknesses. Ruby's unexpected Tai Chi attack represents hidden potential and challenges stereotypical assumptions about physical capability, while Bravestone's

retrieval and successful use of the boomerang symbolizes the importance of recognizing and utilizing one's designated strengths. The boomerang itself metaphorically reflects strategy and precision—victory is achieved not through chaos but through calculated action. Finally, the decision to jump off the cliff into the river symbolizes trust and collective courage; although uncertain and risky, the leap represents faith in teamwork and shared problem solving. Overall, the scene demonstrates that survival in the game depends on collaboration, self-awareness, and the effective interpretation of symbolic cues embedded within their abilities and circumstances.

4.2.3 The Missing Piece

The Missing Piece is a level where they are required to find out the missing piece. At first, they were mistaken the sign. Right after they see the torn map that Shelly holds, they think that the torn map is the missing piece. They also once thought the missing piece was the elephant, but still, it is not. But it turns out when they arrived at the Bazaar and met Seaplane McDonough who turned out to be the missing piece. Seaplane is a character whose true form, Alex, has been trapped in the game for 20 years. They got a new friend for getting a new member, Seaplane.

Bravestone: Alex, we can help each other. You've been here a long time, you know the game and, and between us, we have a lot of strengths.

Ruby: Yeah. We're actually pretty good together.

Seaplane: I don't know, bro. If I mess up one more time, I'm toast. Totally freaks me out even thinking about going back to the transportation shed. I don't wanna die in Jumanji.

Bravestone: We just gotta stick together. If we do that, we can win. I know we can.

Shelly: Oh, my God! You're our missing piece! You were the thing we needed to find.

Ruby: So the clue was to, what... go to the bazaar to find the missing piece? It wasn't the elephant.

Seaplane: It was me?

Shelly: Yeah!

Seaplane: Dudes... let's do this.

Everyone: Yeah. Let's do this!

This quotation reveals the symbolic resolution of the level titled “The Missing Piece” in *Jumanji: Welcome to the Jungle*. At first, the clue appears to suggest a literal object that must be found, possibly connected to earlier assumptions about the elephant or another physical element. However, Shelly's realization that Alex (Seaplane) is “the missing piece” shifts the meaning from material to relational symbolism. The phrase represents not an item, but a person whose presence completes the team's collective strengths. This moment emphasizes that problem solving in the game depends not only on weapons or strategy, but on unity and collaboration. Alex's fear of losing his final life symbolizes vulnerability and trauma from isolation, while Bravestone's reassurance underscores the theme of solidarity. The discovery that the “missing piece” is human reinforces the film's broader message: success comes from

mutual trust and interdependence. Thus, the clue functions metaphorically to highlight that wholeness and victory are achieved through teamwork rather than individual heroism.

4.2.4 The Defenders

The Defenders is a level where avatars work together to fight jaguars, the defenders, to get to the next level: “When You See the Elephant, Begin to Climb”. At this level, everyone has their own important roles. First of all, Shelly Oberon acts as the fodder to lure the arrival of the jaguars ordered by Russell Van Pelt in order to prevent the avatars from completing the level of this game. Then Bravestone passes by on a motorbike and the jaguars chase after him to where Shelly Oberon is being held hostage. At the same time, Seaplane McDonough and Ruby Roundhouse are fighting Russel Van Pelt and his jaguars. Right after that, Mouse Finbar arrives by riding an elephant which is the sign that they have to climb the giant jaguar statue.

Shelly: The Defenders?

Fridge: What does that mean?

Bravestone: There's only one way to find out. Fridge. Give me the jewel.
A torches colonnade in front of them formed a straight path that they had to walk in into the giant jaguar statue, alongside with the drums of Jumanji.

Ruby: Something's about to happen.

Fridge: I hate those drums.

Right after that, they see some jaguars are coming.

Finbar: Ok. I don't know video games. But what I do know is football. Now, those lightning-fast, man-eating cats out there? They're the Defenders. Which means that we gotta run one hell of an offense.

This quotation marks the symbolic confrontation with “The Defenders” in Jumanji: Welcome to the Jungle, where the abstract level title is transformed into a concrete obstacle. Initially, the phrase “The Defenders” is ambiguous, prompting uncertainty and interpretative questioning. However, when jaguars appear as guardians of the path leading to the giant statue, the symbolic meaning becomes clear: they are protectors of the jewel and represent the final barrier to victory. The straight torch-lit colonnade symbolizes a decisive, almost ritualistic passage toward resolution, while the intensifying drums heighten the sense of inevitable confrontation. Finbar’s analogy to football—identifying the jaguars as “the Defenders” and proposing an “offense”—demonstrates adaptive problem solving, translating symbolic language into a familiar strategic framework. This moment highlights how each character contributes unique knowledge to interpret and respond to symbolic threats. Thus, “The Defenders” functions metaphorically as both literal guardians and representations of the ultimate test that requires strategy, courage, and coordinated teamwork to overcome.

4.2.5 When You See the Elephant, Begin to Climb

When You See the Elephant, Begin to Climb. Is a level that is close related to the previous level, which this level is symbolic where they have to climb the giant jaguar statue to place the jewel. Bravestone and Ruby rush and ride to the top of the statue. Ruby whom the jewel was with her, was trapped surrounded by a group of venomous snakes which became her weakness, Russel Van Pelt approached her. He forced Ruby to hand over the jewel, but

she chose another way by giving up her life to be bitten by a venomous snake so that she could re-live once again. As she comes to re-live and falls from the sky, Bravestone reaches the top and immediately catches Ruby by swinging himself on a grappling hook. Ruby successfully gave the jewel to Bravestone and landed very well. Bravestone immediately place the jewel into the jaguar statue.

Fridge came into them riding an elephant.
Fridge: Zoology right here baby!
Ruby: Elephant!
Bravestone: Begin to climb!
Ruby and Bravestone are making a plan.
Ruby: Get up there and I'll get the jewel to you!
Bravestone: But, Martha,
Ruby: Trust me! I'll get it to you.
Both are going into the top of the giant jaguar statue.

This scene represents the symbolic fulfillment of the level titled “When You See the Elephant Begin to Climb” in *Jumanji: Welcome to the Jungle*. At first, the phrase appears metaphorical and ambiguous, but Fridge’s arrival riding an elephant transforms the symbolic clue into a literal trigger for action. The elephant functions as both a practical solution and a symbolic signifier—traditionally associated with strength and memory—indicating that careful observation and recognition of signs are essential for progression. When Bravestone declares, “Begin to climb,” the group demonstrates their ability to decode the symbolic instruction through logical connection and teamwork. Ruby’s insistence—“Trust me!”—highlights character growth and mutual reliance, showing that successful problem solving depends not only on physical ability but also on trust and cooperation. Their ascent to the top of the jaguar statue symbolizes overcoming obstacles through unity and strategic planning. Thus, the quotation illustrates how symbolic language within the game guides action, reinforcing themes of collaboration, interpretation, and collective courage.

4.2.6 Call Out Its Name

Call Out Its Name is a symbol and the last level where they have to shout “Jumanji!” in order to finish the game. After succeeded in embedding the jewel, they were confused for a moment because there was no reaction whatsoever from either the statue itself or from the *Jumanji* world. But afterwards they remembered the instructions given by Nigel Billingsley at the beginning of the game; “You must save *Jumanji*, and call out its name.” After they do the thing, they finally managed to finish the game and headed to Nigel to be free from the game into the real world.

Seeing no reaction of the *Jumanji* world,
Bravestone and Ruby shocked a little.
Shelly: Call out its name!
Ruby: Call out its name?! Call out its name!
Fridge: Everyone call out its name!
Everyone: JUMANJI!

This quotation represents the climax of symbolic realization in *Jumanji: Welcome to the Jungle*. The phrase “Call out its name” initially functions as a cryptic instruction, but when the characters experience “no reaction” from the *Jumanji* world, they recognize that the solution lies not in physical strength or combat skills, but in correctly interpreting the symbolic command. Shelly’s reminder signals the importance of intellectual awareness, reinforcing his role as the analytical thinker of the group. The repeated urgency—“Call out its name!”—emphasizes collective understanding, transforming the clue into a shared action.

When they shout “JUMANJI!” together, the act becomes deeply symbolic. Speaking the name signifies acknowledgment, unity, and completion of the quest. It suggests that resolution comes through recognition and articulation of the core problem itself. Unlike previous challenges that required physical bravery or strategic combat, this final level demands interpretation and cooperation. Thus, the scene symbolizes culmination—not only of the game’s narrative arc but also of the characters’ growth. Their synchronized shout reflects teamwork, mutual trust, and the successful decoding of symbolic language, reinforcing the film’s message that problem solving requires both critical thinking and collective effort.

5. Conclusion

In conclusion, this study aims to identify and analyse the symbolic meanings presented in the film *Jumanji: Welcome to the Jungle*. Using a qualitative approach, this study explores about six key symbols found throughout the film that serve as clues for the avatars to solve problems and progress through the game’s various levels. The symbols include: From the Deep, The Mighty Roar, The Missing Piece, The Defenders, When You See the Elephant Begin to Climb, and Call Out Its Name.

Each symbol functioned as a metaphorical representation, requiring the avatars to interpret each meaning in order to overcome the challenger they face in each level. For example, in “From the Deep” level, it literally refers to the location where the game starts. But not only that. Symbolically, this level represents the unknown dangers and challenges around the avatars in this video-game world, where they are surprised in the very beginning without any warn when the hippo came from a deep river.

Through their collaborative problem-solving skills, they are able to interpret symbolic meanings and complete the tasks required to pass the level of the game. This analysis highlights the use of symbolism in film as a tool not only to enhance the narrative but also involve the audience in solving these symbolic mysteries. This film is not only entertaining but also encourages audiences to think critically in solving the problems faced by the characters.

References

- Aspers, P., & Corte, U., (2019) What is Qualitative in Qualitative Research. Berlin: Springer Nature, 42(2), 139-160.
- Bordwell, D., & Thompson, K. (2013). *Film Art: An Introduction* (10th ed.). McGraw-Hill.
- Booker, C. (2010). *The Seven Basic Plots: Why We Tell Stories*. Continuum.
- Brown, N. (2008). Colour Symbolism in *Blade Runner*. Indiana: *Science Fiction Studies*, 35(105), 349-370).
- Coats, K. (2011). *The Bloomsbury Introduction to Children’s and Young Adult Literature*.

- Bloomsbury.
- Chigrin, M. (2012). Water Symbolism in Hayao Miyazaki's Spirited Away. Berlin: Springer Professional, 7(2), 182-198.
- Chukwuyenum, A.N. (2013). Impact of Critical Thinking of Performance in Mathematics Among Senior Secondary School Student in Lagos State. Qatar: *Journal of Research & Method in Education*, 3(5), 18-25.
- Denzin, NK., & Lincoln, YS., (2003). Qualitative Research Discipline and Practice in Collecting and Interpreting Qualitative Material. New York: *SAGE*, 1-45.
- Fullerton, H., (2017). There's a Touching Tribute to Robin Williams in the New Jumanji Film. Radio Times. Retrieved from <https://www.radiotimes.com/movies/jumanji-2017-robin-williams-reference/>
- Hasan, M., Qasm, S., & Zrar, L., (2002). Symbolism and Imagism in TS Eliot's "The Waste Land": An Analytical Approach. *Metathesis: Journal of English Language, Literature, and Teaching*, 6(1), 28-49.
- Khan, A. (2019). Coming of Age Story: Jumanji: Welcome to the Jungle. Prezi. Retrieved <https://prezi.com/p/iapyameplity/jumanji-welcome-to-the-jungle/>
- Kirkland, E. (2009). Storytelling in video games: The ludic and narrative dimensions. *Games and Culture*, 4(3), 1-15.
- McKenna, C., (2017). *Jumanji: Welcome to the Jungle*. United States: Sony Pictures Entertainment.
- Mayer, R. E. (2009). *Multimedia Learning* (2nd ed.). Cambridge University Press.
- Napier, S. J. (2005). *Anime from Akira to Howl's Moving Castle*. Palgrave Macmillan.
- Nguyen, DJ., (2018). Self-discovery in Jumanji: Welcome to the Jungle. Flickering Myth. Retrieved from <https://www.reelviews.net/reelviews/jumanji-welcome-to-the-jungle>
- Ryan, M.-L. (2006). *Avatars of Story*. University of Minnesota Press.
- Saguni, F. (2019). Penerapan Teori Konstruktivis Dalam Pembelajaran. Paedagogia: *Jurnal Pendidikan*, 8(2), 19-32.
- Wellek, R., & Warren, A., (1949). *Theory of Literature*. United States: Harcourt, Brace, and Company, 221.
- Weidhardt, G., (2019). Symbolism in Fiction Writing. Liveabout. Retrieved from <https://www.liveabout.com/symbol-definition-fiction-writing-1277138>
- Wulan, S., Nurhasanah., Putri, NF., (2022). Symbolism in the Animated Film Raya and the Last Dragon. Medan: *IJEAL (International Journal of English and Applied Linguistics)*, 2(3), 478.
- Wulff, S. (2012). *Film & Media Sexualities Studies*. Texas: Bloomsbury Publishing, 33.
- Zwaan, R. A. (1999). Situation models: The mental leap into imagined worlds. *Current Directions in Psychological Science*, 8(1), 15-18.