

REPRESENTATION OF THE SCARED IN THE ANIME RECORD OF RAGNAROK: AN ISLAMIC ETHICS PRESPECTIVE

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Abstract: The anime Record of Ragnarok incorporates elements of sacredness through characters, rituals, and symbolism. This study employs an observational approach to analyze how the concept of sacredness is represented in the anime. The research focuses on direct observation of scenes depicting sacredness, which is compared with the principles of sacredness in Islamic ethics. The results of the observation reveal that the representation of sacredness in the anime often tends to be profane and does not reflect religious values consistent with Islam. This study highlights the need for improved media literacy among Muslim audiences to understand religious representations in popular culture better.

INTRODUCTION

The anime Record of Ragnarok (Shuumatsu no Walküre) is one of the works of popular culture that combines mythology from various religious traditions to create a unique narrative about the conflict between gods and humans. Through spectacular battles, this anime displays various elements that seem sacred, such as rituals, relations between gods and humans, and symbolism related to divine power. The existence of these elements provides narrative appeal, but also opens up space to analyze how the sacred is represented in popular culture (Fiske, 2011).

In Islam, the concept of sacredness is not only related to certain actions or symbols, but also has a transcendental dimension that emphasizes direct connection with Allah (tawhid) and respect for the sharia. Sacredness is considered an element that involves deep spiritual values, far beyond mere aesthetics or rituals. According to (Nasr, 2012) sacredness in Islam must be based on true faith and reflect the greatness of God through sharia and maintained morality.

However, popular media, including anime, often present the concept of sacredness in an aesthetic and profane form. Sacredness is often reduced to narrative or visual elements without considering deep religious values. This kind of representation not only risks distorting the meaning of sacredness, but can also affect the audience's understanding of the concept of sacredness itself (Esposito et al., 2016). In the context of a Muslim audience, this is a challenge, considering Islamic values that demand a correct understanding of sacredness.

Research on the representation of sacredness in the anime Record of Ragnarok is important to understand how these sacred elements are constructed and interpreted. This study aims to observe scenes depicting sacredness in the anime, compare these elements with the concept of sacredness in Islamic ethics, and examine the impact of these sacred representations on the perceptions of Muslim audiences. Using an observational approach, this study focuses on direct analysis of key scenes depicting sacredness.

The results of this study are expected to provide deeper insights into how popular culture influences people's understanding of religious values, especially in the context of Islam. Furthermore, this study also emphasizes the importance of media literacy for Muslim audiences to understand and evaluate content containing sacred elements. Thus, this study is not only analytical, but also contributes to a broader discussion on the role of media in shaping religious perceptions of modern society.

RESEARCH METHODS

This study uses a direct observation approach to examine the representation of sacredness in the anime Record of Ragnarok. Observations are made to understand how sacred elements are depicted through the narrative, visualization, and symbolism used. This approach provides flexibility in capturing visual and narrative details of the sacred elements that are the focus of the study. Direct observation was chosen because it is able to provide an in-depth understanding of the phenomenon in its original context (Esposito et al., 2019) .

The subjects of observation include key anime episodes that explicitly feature sacred elements. These scenes involve:

1. The emergence of gods, where the characters of the gods are depicted with attributes that emphasize their superiority.
2. Certain rituals, which often served as a prelude or accompaniment to a battle between gods and humans.
3. Sacred symbols, such as weapons, artifacts, or other visual elements that represent sacred authority or power.
4. The selection of observation subjects was carried out purposively to ensure that the scenes observed were relevant to the research objectives (Merriam, 2009).

To ensure structured observation, this study uses an observation instrument in the form of an analysis guide developed based on sacred elements. This guide is designed to evaluate:

1. Representations of divine and human characters, including how their characteristics reflect (or do not reflect) elements of the sacred.
2. The design and execution of rituals, including visual details, dialogue, and narrative context that support the sacred elements.
3. The use of symbolism, with a focus on artifacts associated with sacred power or authority, such as weapons or clothing that have mythological significance.
4. Data analysis was conducted by comparing the results of direct observation of the scenes with the concept of sacredness in Islamic ethics. This analytical framework uses Islamic theological literature, such as the work of (Nasr, 2012). To identify the suitability or inconsistency of the observed sacred elements. The analysis was conducted descriptively, connecting narrative and visual elements with the principle of monotheism and the values of sacredness in Islam.

This method provides space to evaluate how sacred elements in anime can influence Muslim audiences' understanding of sacredness. In addition, this approach is expected to be able to describe the interaction between popular culture and religious values, especially in the context of interpreting sacred symbols.

RESULTS AND DISCUSSION

The results of the observation show that the sacred elements in the anime Record of Ragnarok are visualized through various narrative and visual approaches. One of the main elements is the visualization of the gods, where the gods are depicted as superior beings who have extraordinary attributes.



They are depicted with physical strength and abilities beyond human, often worshipped as supreme entities. However, the behavior of these gods often displays very human traits, such as arrogance, anger, and revenge. For example, the characterization of the gods Zeus and Thor in this anime emphasizes physical strength and egoism rather than the wise nature often associated with divine figures (Drummond, 2019) . This creates an aesthetic representation but does not reflect transcendental values or spirituality as understood in the concept of Islamic sacredness (Nasr, 2012) .

Another sacred element is seen in the fighting rituals that are an integral part of the anime's storyline.



Figure 1. Musical instruments



Figure 2. Opening ritual



Figure 3. Dramatic lighting visuals.

Every battle between humans and gods begins with an opening ritual designed to create a sacred and majestic atmosphere. These rituals often include visual elements such as dramatic lighting, orchestral music, and dialogue that emphasize the importance of the battle. However, these rituals serve more as aesthetic and narrative elements than as religious expressions with deep spiritual meaning. In Islam, rituals have the primary purpose of drawing closer to Allah

and strengthening the values of monotheism, which is very different from the representation of rituals in this anime (Al-Attas, 1995).

In addition, the symbolism of artifacts is also an important element in the representation of sacredness in the anime Record of Ragnarok.



Figure 4. Mjolnir (Thor's hammer)

Artifacts such as Mjolnir (Thor's hammer) or the Trident (Shiva's weapon) are depicted as having extraordinary sacred power. These artifacts are not only used as weapons, but also symbolize the authority and power of the gods who own them. However, this symbolism is closely related to certain mythologies that often contradict the principle of monotheism in Islam. In the Islamic perspective, sacredness can only be associated with something that is directly related to Allah, while these artifacts reflect more polytheism and respect for material power (Esposito et al., 2016) .

Overall, the representation of the sacred in Record of Ragnarok tends to be profane and aesthetic, prioritizing narrative elements over spiritual meaning. This representation can create ambiguity for Muslim audiences, especially those who do not yet have a deep understanding of the concept of the sacred in Islam. Elements such as the visualization of gods, fighting rituals, and the symbolism of artifacts suggest that the sacredness in this anime is more a result of popular cultural interpretation than an expression of transcendental religious values (Fiske, 2011).

CONCLUSIONS

The representation of sacredness in the anime Record of Ragnarok is more emphasized through visual and narrative elements that are aesthetic in nature. Elements such as visualization of gods, battle rituals, and symbolism of artifacts serve more as interesting narrative elements than reflecting transcendental spiritual values. Sacredness in the context of this anime is more

oriented towards entertainment and popular cultural interpretation, which sometimes obscures the true sacred meaning.

The concept of sacredness in Islam is very different from what is shown in this anime. In Islam, sacredness does not only concern visual or symbolic elements, but also includes a deep relationship with Allah, which is manifested through monotheism and respect for the sharia. These values are spiritual and transcendental, far beyond mere aesthetic or narrative attributes. Thus, the representation of sacredness in Record of Ragnarok is not in line with the principles of sacredness in Islam.

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