

THE CHARACTER DEVELOPMENT OF PHONEY BONE FROM BONE ONE VOLUME EDITION BY JEFF SMITH

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ABSTRACT

This study aims to investigate the character development of Phoncible 'Phoney' Bone through the story based on his interactions with other characters, speech, behaviours, and visuals from the Bone comic series and link it to teach moral education to students. This study uses qualitative research as the research method, with psychoanalytic theory, to analyze the character development of Phoney Bone. This research shows that Phoney Bone has a greedy, selfish, self-centered, and manipulative personality. Based on the psychoanalytic theory of Sigmund Freud, Phoney Bone's id shows that he is manipulative; his ego is shown alongside the id, which is fear of failing the action or getting consequences, and his superego shows when he cares about his cousins. From a moral, educational view, Phoney Bones's character portrays a negative moral personality; in teaching moral education, the teachers could use Phoney's character to teach the students the consequences of actions.

Keywords: Character Development, Psychoanalytic Theory, Moral Education

ABSTRAK

Penelitian ini bertujuan untuk melihat perkembangan karakter Phoncible 'Phoney' Bone berdasarkan interaksinya dengan karakter lain, ucapan, perilaku, dan tampilannya dalam serial komik Bone karya Jeff Smith dan menghubungkannya dengan pengajaran pendidikan moral. Penelitian ini menggunakan penelitian kualitatif dengan teori psikoanalitik untuk menganalisis perkembangan karakter Phoney Bone. Penelitian ini menunjukkan bahwa Phoney Bone memiliki kepribadian yang serakah, egois, dan manipulatif. Berdasarkan teori psikoanalitik Sigmund Freud, id Phoney Bone menunjukkan bahwa ia didorong oleh keinginan untuk menjadi kaya dan menjadi manipulatif, egonya ditunjukkan bersama dengan id yang takut gagal dalam mengambil tindakan atau menerima konsekuensi, dan superegonya menunjukkan ketika ia peduli pada sepupunya. Pada pengajaran pendidikan moral, karakter Phoney Bones menggambarkan kepribadian yang jelek, dalam mengajarkan pendidikan moral kepada siswa karakter Phoney dapat dijadikan sebagai contoh dalam penerimaan konsekuensi dari suatu tindakan yang tidak sesuai moral.

Kata kunci: Pengembangan Karakter, Teori Psikoanalitik, Edukasi Moral

INTRODUCTION

Literacy has become a very popular research topic for researchers nowadays. One of the reasons is that literature has an important role in the world of education, but not only that, literature also has a role as entertainment for society. Literature is a written work of art that uses words to create an idea, image or story in a meaningful pattern to form human expression based on thoughts, opinions, experiences, and feelings as a form of entertainment (Faraditha et al., 2022; Larasati & Rasikawati, 2022). Literature as entertainment has changed greatly from classical literature with many proverbs to a narrative illustration such as comics, manga, and manhwa. Literature as a form of visual narrative was first published as a comic strip in a newspaper as a political comic. The evolution of literature has made comics, manga, and manhwa an important component that brought a distinctive blend of visual art and narrative depth to the entertainment world.

Nowadays, people read comics a lot to entertain themselves; even students who usually have no interest in reading textbooks are shown to be more interested in reading comics and learning many things from them (Barbre et al., 2022).

Comics are a medium that contains textual objects such as narrative captions and speech balloons that combine with a visual scene (Augereau et al., 2017; Edlin & Reiss, 2023; Laubrock & Dunst, 2020; Ramaprasad, 2023) which can be found in a variety of formats, such as comics strips, webcomics, comic books, manga, manhwa, and graphic novels (Pantaleo, 2019; Sharma, 2020; Skwarzyński, 2019). McCloud refers to comics as "juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or to produce an aesthetic response in the viewer" (Ahmad et al., 2013; Cohn, 2005; Meskin, 2007; Whatman, 2018). Comic strips and webcomics provide a form of

visual storytelling that uses humor, satire, and irony to present a message or a joke (Ramaprasad, 2023; Saifudin et al., 2024). Meanwhile, comic books, manga, manhwa, and graphic novels have more complex writing styles and stories (Seddighi, 2020). Graphic novels tend to have more pages and a one-shot formula than regular comic books, manga, or manhwa, targeting more mature audiences (Johanes, 2018; Jose, 2018). *Bone: One Volume Edition* by Jeff Smith is an example of a graphic novel that has dozens of pages, a complex narrative writing style, interesting character development, and a one-shot formula; although *Bone* was published as a comic book at first, later it was published in one complete book that has all volumes in it.

Bone comics offer an interesting plot of story and characters to research. The first volume of the *Bone* series features Fone Bone and his two cousins, Phoncible "Phoney" Bone and Smiley Bone. The story begins when Phoney Bone tries to trick the local villagers into making himself the leader of Boneville, but the attempts fail, and all of the villagers are mad at Phoney and his cousins to help him out of Boneville. Boneville is the hometown of the *Bone* cousins and all the *Bones* in the *Bone* series. As the story progresses, they get separated while trying to escape a swarm of grasshoppers and find themselves lost in a strange valley (Smith, 2004). Later, this event leads to a bigger plot and the start of their journey. The interesting parts of the stories are the characterization differences between all characters, especially the character of Phoney Bone. The researcher chose Phoney Bone as the object of the study because he has a unique personality; he likes money, causes trouble, and can get mad easily at something that happens around him. His characterization made the story more interesting. An in-depth study of his characterization and character development is important because we can find out the reasons behind his behavior and connect it to moral education to teach it to students. Despite the popularity of the *Bone* comic, no existing research has been identified to explore the development of Phoney Bone's character.

Psychoanalysis is a study of human personality that learns about the characteristics of humans to explain the human psyche, consisting of three major divisions: conscious, subconscious, or preconscious, and unconscious of human's mind (Bano & Bhatnagar, 2021). This theory was first introduced in the psychological world and accepted as the primary foundation for studying human behavior and psychology by Sigmund

Freud, who emphasized the importance of mental activities. Not only in the psychology area, this study is also used in philosophy, religion, art, literature, anthropology, and politics (Maharani & Heriyati, 2023; Rajendran M et al., 2023). In literature, psychoanalysis is used to develop characters and create depth in stories. Freud further divided the human psyche into three parts of the mind: id, ego, and superego (Mariana, 2023; Mawuntu et al., 2023; Zhang, 2020). These three parts of the human psyche contribute greatly to the balance of a character's personality such as in the comic.

Character development in novels has been extensively studied by various researchers like (Hasanah et al., 2018), (Asmiaty et al., 2022), and (Sugeha et al., 2021). These studies have utilized diverse methodologies and theoretical frameworks for their analysis. Despite that, a few published research and studies discuss character development in comics or graphic novels. Through analyzing the character development of Phoney Bone, this research aims to demonstrate how teachers can effectively use comics and graphic novels to teach moral education to students. This research is very relevant in educational settings, where comics and graphic novels can be used as a learning medium, not only to teach written or oral skills but it is also important to teach moral education to students. By exploring the character development of characters like Phoney Bone, teachers can understand how to use comics and graphic novels effectively in the classroom to tell important moral messages. The comic character Phoney Bone showcases various moral values, such as the importance of self-improvement and refraining from actions that could potentially harm others. Therefore, examining Phoney Bone's character development provides valuable lessons on morality that can be effectively utilized in educating students.

This study will focus on investigating the character development of Phoncible 'Phoney' Bone through the comic based on his interactions with other characters, speech, behaviours, and visuals from the graphic novels *Bone: One Volume Edition* by Jeff Smith using qualitative research design and psychoanalytic narrative theory by Sigmund Freud. Phoney Bone's character will be analyzed through several parts of personality based on psychoanalytic theory: id, ego, and superego. The researcher will be focusing on how Phoney Bone's character development changes through the *Bone* comic series and how Phoney Bone's characteristics connect to moral

education. The researcher's interpretation of Phoney Bone's characteristics and their connection to moral education is subjective and may vary based on individual perspectives. Despite these limitations, this study aims to contribute to understanding character development in comics and its implications for moral education in the students age range of 9 to 14 years old.

METHOD

This research used a qualitative research approach with content analysis as the research design. Qualitative research is an interpretation or understanding that involves collecting and using various materials and experiences-based approaches that focus not only on the objective nature of behavior, but also on its subjective meaning such as individual explanations of attitudes, motivations, and behavior (Aspers & Corte, 2019). Qualitative research is suitable in this study because it allows for an depth exploration of character development within the comic. Meanwhile, content analysis in this research is a method part of qualitative research. The use of content analysis will only focus on the development of the character shown through the interaction and speech in the comic; this will provide valuable insights into the development of characters portrayed in the visual narrative shown in the book.

The researcher used psychoanalytic theory in this study to clarify the actions of Phoney Bone's character in *The Bone: One Volume Edition* by Jeff Smith. Sigmund Freud propounded psychoanalytic theory, which suggested that our mind has three distinct regions: the parts of the mind are the id, ego, and superego (Hossain, 2017). Psychoanalysis theory used in literature has two basic meanings: firstly, it is used as a method of treating mentally disordered people. Secondly, it explains the human mind's complexities (Niaz et al., 2019). This study uses the psychoanalytic theory to explain Phoney Bone's complex characteristics in visual narrative literature.

This research uses *Bone: One Volume Edition* by Jeff Smith as the object of the study. The first comic book was self-published in July 1991, and it ended with volume 9 in 2004, alongside the one-volume edition released in the same year. This comic has fantasy, comedy, and humor genres that play a significant role in shaping the characters within the comic; besides that reason, this comic provides a unique introduction of every character at the beginning of the story that tells the overall personality of each character. For

that reason, this comic is selected as the object of the study for the present study focuses on analyzing the development of Phoney Bone through the story. The researcher chose Phoney Bone as the object of this study, because Phoney has a unique characterization rather than the other cousins.

The data will be collected through the graphic novel *Bone: One Volume Edition* by Jeff Smith. This research uses five steps of data collection technique to collect the object's data. First, the writer chose the *Bone* comic as the object of study. Second, the researcher will read the whole story and the speech balloons of Phoney Bone in the comic alongside the interaction with other characters. Third, the researcher will make some notes and classify the data. Fourth, the researcher will determine the problem. Fifth, the researcher will identify the data using psychoanalytic narrative theory.

The data will be analyzed using psychoanalytic theory. This theory assumes that personality develops when problems occur from these psychological elements, usually formed when an early age. Psychoanalysis is a theory that has several parts of personality: there are id, ego, and superego. Those three elements are psychological systems that are interconnected with each other (Khoirunisa et al., 2022; Schafer, 1996).

FINDINGS AND DISCUSSION

a. The Characteristics of Phoney Bone

Phoncible P. Bone, better known as Phoney Bone, is one of the main characters in the *Bone* series by Jeff Smith and his cousins Fone Bone and Smiley Bone. Phoney Bone plays a very important role in terms of humor and adventure in the story. His act often backfires him, which leads to serious trouble and consequences. For example, in volume 1, when he was running to become a mayor, Phoney got into big trouble that made the villagers in Boneville chase him and with the help of his two cousins, they manage to run away from Boneville and later were trapped in the middle of an unknown desert, after arguing for a long time they get separated with each other because a flood of grasshoppers. Phoney later meets again with his cousin Fone Bone in Grandma Ben's house and works there for a while because he does some trouble to Grandma Ben. The three *Bone* cousins' personalities and characters are described clearly in the comic, and it can be seen in the first volume of the comic as we can see below:



Figure 1. Bone Volume 1: Out from Boneville, Pages 16 (Smith, 2004)

From the picture above, we can identify the first basic personality of each main character introduced at the beginning of the first volume of the comic. Fone Bone has a quite calm personality when facing a problem; Smiley Bone has a cheerful and looking into positive side even when facing problems, and Phoney Bone is selfish and greedy. In this research, we will focus more on Phoney Bone's character and personality than his two other cousins.



Figure 2. Bone Volume 1: Out of Boneville, Pages 72 (Smith, 2004)

On this page, Phoney looks upset and angry with his cousin for what happened to him. Even though what had happened before was his own doing. His cousin was trying to help him escape the trouble he created. Phoney said to himself, "Wait'll I get my hand on that cousin of mine!" This sentence and the drawing that shows his grumpy face indicate that he is annoyed and angry with his cousin, especially Fone Bone, as the next speech balloon states

his name. This sentence could also indicate that Phoney is self-centered; he only thinks about himself and blames all the problems on others.

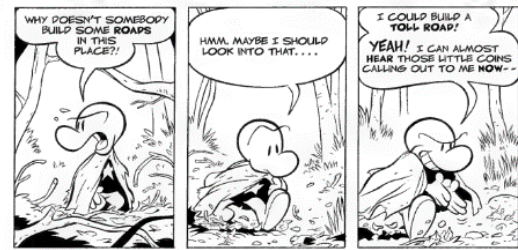


Figure 3. Bone Volume 1: Kingdok, Pages 95 (Smith, 2004)

This page shows another personality trait: he only thinks about making money. Here, Phoney thinks he can make much money from building a road in the middle of the forest. We can see in his speech balloon, "I could build a toll road! Yeah! I can almost hear those little coins calling out me now—" This sentence shows that Phoney Bone only thinks about money. The sentence "little coins calling out" symbolizing his greed. We also can see the picture of Phoney here; he smiled widely while rubbing his hands as if he had another cunning idea; this image also supports Phoney's character, who has many cunning ideas. Phoney Bone will not hesitate to take a chance to make a lot of profit, even if the opportunity is small or impossible.



Figure 4. Bone Volume 1, Pages 118 & 139 (Smith, 2004)

We can also see the true color of Phoney's character on these pages. An insatiable desire for wealth and power drives Phoney Bone. He plans to make himself rich by taking advantage of the situation they face right now. In this chapter, he plans to sabotage the cow race by making the townspeople think that Grandma Ben is unable to win the race because of her old age and making all the townspeople not bet for Grandma Ben in the

upcoming race; that way, he can win the bet and enjoy the prize for himself. Phoney plans his cunning idea in the last chapter of the first volume and acts as the second volume. In volume 1 of the series, we can see the introduction of Phoney Bone's overall characteristics; from the explanation above, we can conclude that Phoney Bone is greedy, selfish, self-centered, and manipulative. Phoney also only focuses on one goal: to become rich and even when facing some troubles, he still thinks about how to make much profit from it.

b. Phoney Bone's Character Development Through Id, Ego, and Superego

The writer used psychoanalytic theory to analyze Phoney Bone's character development in Bone: One Volume Edition. Psychoanalytic is a psychological theory developed by Sigmund Freud and others (Hossain, 2017). Psychoanalysis results from Freud's ideas about the power of the pre-conscious structures (id, ego, and superego) in controlling human behavior. This psychoanalytic theory attempts to explain how personality develops, focusing on motivation, emotions, and other internal aspects (Sartika et al., 2024). This means that the development of a character's personality in literature is similar to human development. To analyze Phoney Bone's character development the researcher used the pre-conscious structures, which are the id, ego, and superego and then connected them to moral education as explained below:

1. Id

Id is an irrational, instinctual, and unconscious component of the psyche. It can be characterized as the repository for primitive and primal thoughts within human beings. Primarily, id represents our biological instincts. Freud explained that id is motivated by the "pleasure principle" by which it strives to satisfy our needs to reduce discomfort or tension immediately (Zhang, 2020).

In the second volume, Phoney Bone does not seem to care about what will happen to other people for what he had planned; the most important thing for him is to get profit and money. This page shows that Phoney seems to manipulate the townsfolk with his story about the 'mystery cow'. Phoney swears to secrecy but later tells the townspeople about the mystery cow by saying that the cow is very ferocious; his statement shows that Phoney is trying to instill fear in other people towards the 'mystery cow' so that people will choose the 'mystery cow' without thinking twice.



Figure 5. Bone Volume 2, Page 174 (Smith, 2004)

Volume 2 does not yet show the development of Phoney Bone's character, but in this volume, the author tries to explain Phoney Bone's role and strengthen his overall personality. However, it does show Phoney's character growth, for example, when his action to sabotage the cow race failed due to attacks from monsters, and then the villagers found out that Phoney Bone tricked them. Later, they want to ask for compensation for what he did to them; he accepts the demand to give compensation; this expresses a small step towards responsibility and maturity. However, when one of his plans fails, he does not learn from it; Phoney feels bad about himself and still thinks about making many plans just to be rich.

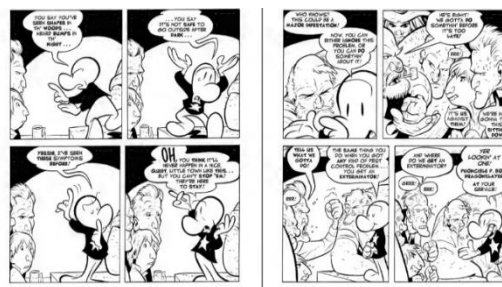


Figure 6. Volume 3, Pages 419 & 420 (Smith, 2004)

In volume 3 of the series, as always, Phoney Bone is driven by continuous goals for wealth, power, and personal gain. Through Volume 3, he continues to plan and plot to achieve his goals, frequently at the expense of others; these plots are repeated throughout the story as when he and the townspeople face some trouble from the strange creatures and the red dragon, Phoney make a big fuse by saying that the bad guy is the red dragon to gain personal advantages. He wants to use this opportunity to win against Lucius to escape the punishment he got because of the cow race incident.

According to Freud's psychoanalytic theory, Phoney Bone acts as a manipulator in Volume 2, and his desire to become rich in Volume 3 is considered the id. Id is the source of all urges, needs, and desires, as well as the

source of all primitive needs, such as eating, drinking, sexual needs, the desire for control, violence, and so forth (Azmi, 2023). The working principle of the Id is to seek pleasure. The act of manipulation and his desire to become rich on the page above is described as someone who desires control over other people; Freud also described this as a behavior that violates morals, which is considered deceptive.

As the story progresses, Phoney continues to show significant character development in his personality. In volume 4, he finally realized that his actions backfired on him; when the problem with the red dragon got bigger, the townspeople finally wanted to make Phoney do what he said he could do, which was kill the red dragon because Phoney called himself the dragon slayer before to manipulate the townspeople. Phoney was afraid but devised another cunning plan to collect the townspeople's treasures to take to where the red dragon lived. Phoney never feels bad about his actions because he is just trying to look out for himself and his cousins. Even though Phoney Bone's other intention at that time was not really to kill the red dragon, he wanted to collect treasure, leave that place, and return to Boneville with his cousins. In this volume, in Freud's psychoanalytic theory, Phoney Bone's urge to collect the townspeople's treasures is considered an id.

Phoney Bone did not appear in volume 5, Rock Jaw: Master of the Eastern Border; rather, this volume focuses on his two cousins' journey, Fone Bone and Smiley Bone. Phoney Bone makes his appearance again in volume 6. Phoney Bone now works together with the villagers as the patrol team. In this volume, we can see the development of Phoney Bone's character through his interactions with other characters. These interactions can allow Phoney Bone to learn from others and develop empathy and understanding. He also faced the consequences of his actions before.

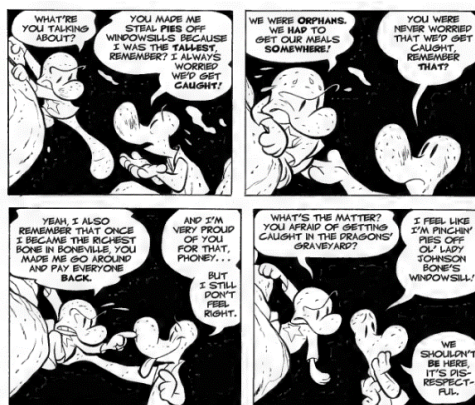


Figure 7. Volume 7, Page 963 (Smith, 2004)

In volume 7, Phoney Bone's character focuses on interaction with other characters and deeper his relationship. In this volume, there is an explanation about Phoney and his cousin's past that they are orphans. This page explains the id of Phoney through Smiley, "You were never worried that we would get caught. Remember that?" the sentence "never worried" is considered as id. Phoney Bone needs to get meals, and Freud explains his action never to get worried as part of the id.

2. Ego

Ego refers to triggering the desire from the id based on reality and a place where the decisions lie (Mawuntu et al., 2023). Phoney Bone's ego, as described in Freud's psychoanalytic theory, comes from any aspect; his ego could appear alongside his id. For example, in volume 2 of the story, the Phoney desires to be rich and manipulate others to get rich and fulfil his own benefit; these two things are considered as an id, as his ego comes as he considers the practicality of his plans. Phoney Bone's hints at the possibility and potential consequences of his actions.

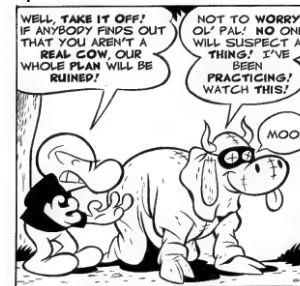


Figure 8. Volume 2, Page 176 (Smith, 2004)

In volume 2 of the story, Phoney Bone is concerned about the consequences of his act. As we can see from the picture, Phoney said, "Well, take it off! If anybody finds out that you are not a real cow, our whole plan will be ruined!" this sentence means that Phoney concerned and aware of the potential negative outcomes of his actions "If anybody finds out" this sentence reinforces Phoney Bone's fears, Freud described that awareness of consequences considered as ego as it is representing the organized part of the personality structure performing defensive functions (Hussaini, 2019).

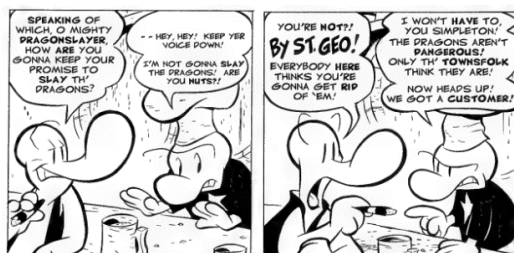


Figure 9. Volume 4, Page 450 (Smith, 2004)

In volume 4, Phoney makes another scheme in which he lies about how the red dragon is very dangerous and could destroy their town, and Phoney says that he can save the townspeople because he is the dragon slayer who can protect the town with his power. Although in the dialogue with his cousins, Phoney said, *"I'm not gonna slay the dragons! Are you nuts?!"* Phoney states that he refuses to slay dragons because the truth is that the red dragon is not as dangerous as he told the townspeople. This act reflects the risks and consequences associated with the task of killing the dragon. This reflects Phoney Bone's ego development, as he thinks that the potential dangers are too great against the benefits.



Figure 10. Volume 7, Page 784 (Smith, 2004)

In volume 7 of the story, Phoney deepens his relationship through interactions with all the characters in the series. However, his interactions with other characters often highlight his selfish and scheming nature and his getting himself into trouble. In this picture, Phoney said, *"But I'm innocent! I don't know anything about this! Go get the dragon! You have to stop the hooded one!"* this sentence means that Phoney denies any knowledge or involvement in the situation. As we can see, Phoney also avoids responsibility while at the same time demanding others to take action, as illustrated in the sentence *"Go get the dragon"*, which can be interpreted as ego in Freud's psychoanalytic theory.

3. Superego

The superego is a moral aspect of people's personality obtained from parenting care, societal norms and values (Harahap & Ningsih, 2022). Phoney Bone's superego did not show explicitly in Bone's comic, although it

can be analyzed through his actions and interaction with other characters. For example, in volume 4, when Phoney Bone tries to manipulate the townspeople about how dangerous the red dragon is, Phoney still acts caring toward his cousin.



Figure 11. Volume 4, Pages 474 & 475 (Smith, 2004)

In this volume, Phoney Bone shows a caring attitude toward his cousins despite his manipulative acts towards people around him and sometimes his cousins. In these two pages, we can see that without thinking twice, Phoney Bone leaves his works to find his cousin, Fone Bone; even though we know that Phoney loves money and being rich, he is willing to leave that behind to save his cousin. He seems to look concerned, as we can see in the picture. Phoney Bone makes an act to put himself at risk to protect his cousins from danger, indicating his character development. This act that Phoney Bone shows a deeper sense of responsibility and care that aligns with his superego.

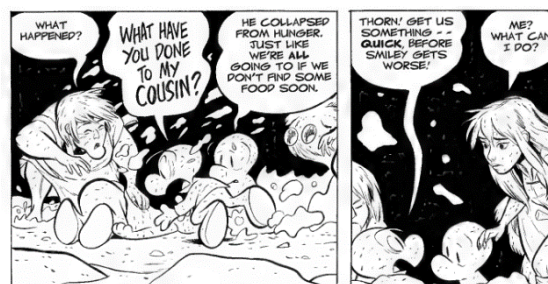


Figure 12. Volume 7, Page 943 (Smith, 2004)

In volume 7, Phoney Bone demonstrates another caring act toward his cousins, indicating his morality and concern for others. The sentence *"What have you done to my cousin?"* shows Phoney's concern. This could have happened because of his superego; however, it does not explicitly state the superego psychologically. Despite that, his actions here align with the broader theme of the superego in psychology, which emphasizes the care for societal norms and values. In this volume, Phoney shows character development

where he is concerned for others. There are contrasts in Phoney Bone's character can be seen in Volume 1 and Volume 7, where he blames his cousins for what he did, and later, Phoney Bone shows how he cares for his cousins.

c. **Phoney Bone's Character in Learning Moral Education**

Moral education is important to develop children's and adolescents' moral cognitive structures' especially in children at age range of 9 to 14 years (Althof & Berkowitz, 2006). This is important because it will teach children how to recognize the basic manner of responding to something and teach them good values in life (Syaparuddin & Elihami, 2019). There are many techniques to teach moral education to students, for example, by using storytelling, role-playing, discussing real-life experiences, and many more. In storytelling, we could use fictional characters' life and their character development to teach students moral education, such as Phoney Bone in Bone comic series. Students in the early and middle stages of elementary school through junior high school begin to develop a better understanding of moral dilemmas and the consequences of the choices they make (Garrigan et al., 2018). It makes Phoney Bone the best example to teach moral education to students at age range 9 to 14 years old. He has complex characters and funny traits in the comic. His character may not be great, but we can teach students the consequences of actions caused by Phoney Bone's schemes.

As described in the paragraph above, Phoney Bone's character is greedy, selfish, self-centered, and manipulative. Phoney's character is a negative example in moral education due to his mainly negative traits. However, negative characters can also give valuable lessons in moral lessons. As the story goes, Phoney Bone gets significant character development. However, at the end of the story, Phoney Bone remains greedy as he still thinks about money and being rich. Phoney Bone's character development shows that everyone can change to be a better person. However, his character development could be used by teachers as an example for teaching moral education to students. The teacher could teach the impact of being greedy, selfish, self-centered, and manipulative by explaining the consequences of what will happen after every act of Phoney Bone in the story. Phoney Bone could be an example of how bad characterization can impact your life and others. The moral education that a teacher can teach students from Phoney Bone's character

development is where he finally understands the impact of bad actions on others and learns to take others' needs and perspectives in decision-making. For example, when students want to manipulate their friend to steal something, but then the students remember the moral teachings of their favorite fictional character, which highlights that manipulation and stealing are morally wrong and have consequences if they still do it. The student did not perform his desire because he knew the impact that would occur, influenced by the impact of their beloved fictional character (Tarzian et al., 2023).

CONCLUSION

This research investigates the character development of Phoney Bone through the comic based on his interactions with other characters, speech, behaviors, and visuals from the graphic novel Bone: One Volume Edition by Jeff Smith using Sigmund Freud's psychoanalytic theory. Phoney Bone's character is greedy, selfish, self-centered, and manipulative. Phoney Bone's character throughout the story is influenced by his id, ego, and superego. Phoney's id makes him do manipulative actions towards other people. Meanwhile, Phoney's ego shows that he fears the consequences of his actions, and his superego states that Phoney still shows norms and values in society. Phoney Bone also gets significant character development, where he shows a caring attitude towards his cousins and others. By exploring Phoney Bone's journey through the Bone comic, readers can learn about character development and the internal struggle between selfish desires and moral awareness of Phoney Bone. Furthermore, this research will open a chance for future exploration into the psychological aspect of character development in literature and the broader connection of the id, ego, and superego in shaping fictional personality, especially in comic or graphic novels and also this research can be a reference for future research in teaching moral education with fictional characters who have negative traits of personality. Eventually, understanding Phoney Bone's id, ego, and superego enriches our knowledge of his character and underscores the relevance of psychological concepts in literary analysis.

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