

CHAPTER IV

DISCUSSION

In this chapter, the writer will discuss how the artificial world “Room” constructs Jack’s identity. “Room” is a place which exists in a real world. A place is considered to be more specific. “Room” is a small place where Jack and Ma live. Jack lives in “Room” and being isolated from a real world because he is a victim of his parents’ bad experience. His mother is also a victim of being raped by Old Nick, a man who always brings the daily needs for them. “Room” gives them the limitedness for moving, being free, gets friends, and interacts with other people. On the other hand, “Room” builds the identity and also creates an artificial world to Jack.

An artificial world is a way to imagine something that merely looks like a world. Jack gets his artificial world through the TV that Old Nick gives to them as the facilities. He watches shows such Dora and SpongeBob which makes him regards them as his imaginary companion. The artificial world is also influential to Jack’s identity creation. He can be a cheerful person who never feels lonely living in a small place. Through place called “Room”, he also can be an egoist person who gets angry if does not get something that he wants.

A place called “Room” and identity are increasingly seen as significant media through which people construct their identity. Place and identity can not be separated because through the place, the person can create and re-create their identity, it

produces as people come to identify where they live, shaped it, and creating distinguish environmental (Giesecking, Mangold, Katz, Low, and Saegert, 2014, p. 73). In a "Room", people like Ma (Jack's mother) is also participating in creating Jack's own identity but Jack's identity is changed by the things that happen to him—events out of his control—and that also continues to shape his identities. Identity is continuously changing by the struggle between fate and will, circumstance and action.

Along the story, Jack lives with his mother until he is 5 years old in “Room” where a place where they can know and do something and with limitations such as interact with other people and play with the real friends. Jack only has an imaginary companion which is the cartoon that he regards his true friends that he ever sees on TV and plays with the things like Remote, Truck, Rug, Table, etc inside “Room”.

He begins to feel confused until his head is going to burst when he sees someone’s who hold the same bottle as he had on TV. He asks his mother about why that person on TV has the same bottle as I had. After Ma explains hardly to Jack about what is happening on TV, he begins to realize that there is an unreal and real world. Someday, Ma asks Jack to make an effort and escape from “Room”.

The time goes by, Jack success to escape from “Room” because he wants his mother being free. But when he is the real world, it makes him getting worst for the first time. He does not want to play and talk to somebody else. Until finally, he can

plays and talks to people in the real world. So, a place can easily create or construct a person's identity by the environment, interaction with family, or by the things around them.

4.1 Place

A place is often associated with the world of the past and space with the world of present and future (John Agnew, 2011, p. 7). A place "Room" creates bad experience indirectly to Jack, a fifth years old boy. He is a victim of his parents' bad experience, especially to his Ma who is also being a victim of rape. He lives with his mother (Ma) in a small place called Room. In Room, Jack does not know about everything outside Room. He just knows that everything outside Room is Outer Space. He sees the sun as the God's yellow face and the moon is God's blurry face.

In "Room", Jack and Ma gets the facilities from his father, Old Nick. One of those facilities given by Jack's father is TV where he can watch shows such as Dora and SpongeBob. All of those are imagination but for Jack, they are his good friends. Even though his father gives them the facilities, but lives in Room provides the limitedness of movement, have friends, and interact with other real people. Jack is killing time by doing everything such as cooking, drawing, and talking only with his mother as a real person. Room and mother create a comfort zone for Jack to stay there because he lives in Room since he was born. Therefore, what he thinks of inside "Room" is a real world.

Ma holds me tight. “I always like being with you.” “But you said it was tiny and stinky.” “Oh Jack,” She says nothing for a minute. “Yeah I’d rather being outside. But with you” “I like it here with you.”(Donoghue, 2005, p. 106)

Beanstalk (2015 p. 162) describes how a boy kills off a father-figure with the compliance of his mother. Jack lives in Room only with Ma without knowing who his father is and he also did not want to know. What he knows is Old Nick, a man who always brings what they need for Sunday treat. But he does not know that actually, Old Nick is his father and Ma does not tell him because she gets bad experience from Old Nick, being a victim of rape. Room builds the affection of love between Jack and Ma through the conversation and the daily activities which make Jack always comfortable beside Ma although without the presence of his father.

In the novel, Emma describes a Room is a small place where Jack and Ma being isolated from the real world. He does not know everything on the outside such as snow

“In Outer Space? I wish it was inside so I can play with it.” (Donoghue, 2005, p.9).

What Jack said in the sentence above is the form of the feeling as the effect of being isolated. He has a feeling of want to know something like what snow is looks like and it proves Jack is like a normal kid who wants to know about something like snow. He sees snow falls on the top of his house and he is wondering where the snow is.

On journal by Julia Ellis, Tuan said that a place is a source of security, meaning, belonging, and identity and these are typically facilitated by meaningful relationships made possible by bonds to place (2005, Vol. 3, p. 3). A place called "Room" creates a meaningful relationship with Jack where he can do physic education, cooking, drawing, etc with his Ma. A "Room" is also a place to build Jack's character through the things inside Room such as Table, Wardrobe, TV, Spider, Rat, Bug, Remote, etc.

A place is specific and space is general (John Agnew, 2011, p. 6). "Room" is a place which considered to be a smaller and specific. In Room, Jack can not be free and get friends because of being isolated from a real world and the limitedness. However he lives in a small place, he still becomes a happy kid with full of fantasy. Room creates Jack's fantasy or artificial world through the TV. He watches shows such as Dora and SpongeBob through TV and get his imaginary companion which makes him does not feel lonely, like as cited from the novel

"Our friend Ebenezer lives in freezer. Our friend Dora went to the store-a. Our friend spoon sang a song to the moon." (Donoghue, 2005, p.32).

A Room is a place that exists in real world, it can be touch and see but Room also creates an artificial world when Jack sees Dora and Spongebob on TV. He is such a kid who finds his true friends. Svendsen states that imaginary companion as invisible characters with no objective basis with which children play for a significant

period of time, at least several months (David Lydon, 2011, Vol. 11, p. 1). When Jack sees Dora and boots, he likes to talk to her and answers if Dora asks something.

Harris said that identities within the definition of imaginary companions argue that these activities are similar to those involved in creating and playing with an imaginary companion in that they involve role play (David Lydon, 2011, Vol. 11, p. 2). Through the activities that are often done by Jack such as watch TV and he interacts with them, it makes Jack becomes a unique person. But sometimes, he feels confused why Dora is drawing in TV but she is his real friend.

“Dora is drawing in TV but she’s my real friend, that’s confusing.” (Donoghue, 2005, p.78).

Nicole Schroder (2006, p. 46) said that space is considered to be more general whereas place is more considered to be a smaller. In Room, even it is a place which full of limitedness, but it does not make Jack and Ma feel lonely and lose their happiness, they still can do a thousand activities. They do physic Ed, cooking for breakfast, give food to plants, etc. It is seen from the sentence

“We have thousand of things to do every morning” (Donoghue, 2005, p.10).

However, Jack lives in a small place that makes him being isolated and lack of knowledge about everything outside the Room such as he does not know that there is an airplane in real world, people outside the room are real who can talk to them, he called the yellow bright sun and the blurry moon as the God’s face. His happiness is

depicted by how he can do everything like cooking, doing Phys Ed, watching TV, give plants a cup of water, play with the spider that treats it as his good friend, etc.

A Place can create the emotional relation which impacts to the good or bad characters; it depends on the experience for example Room creates the good and bad character to Jack. Sometimes, he becomes a temperament person if he asks something but Ma does not write on the list for Sunday treat and sometimes becomes a unique person because the artificial world inside Room gives imaginary companion to Jack. He always says good night to all his unreal friends. He plays and talks to them as they are alive, as it seen from the line in the novel

“Good night, Room.” *I say very quiet.* “Good night Lamp and Balloon.” “Good night, stove”, *says Ma* “and good night, table.” *I’m grinning.* “Good night, Wordy Ball. Good night, Fort. Good night, Rug.” (Donoghue, 2005, p.53).

“Room” is a place which develops identities through stories about what was happened there. He is being isolated from the real world because of his parents’ bad experience. This is the reason why Jack’s character usually changes because the influenced by the conflicts, environment which also experiences to him. Glassie said that history is intrinsic to the idea of place (2005, Vol. 3, p. 4). Someday he becomes an egoist person who always wants to get anything he likes

“But you said a birthday cake, it’s not a birthday cake if there’s no five candles on fire.” “I should have explained better. That’s what the five chocolates say, they say you’re five.” “I don’t want this cake.” *I hate it when Ma waits all quiet.* “Stinky cake.” “Calm down, Jack.” (Donoghue, 2005, p.28).

Room creates an artificial world to Jack where he plays with the things and gets his imaginary companions through TV and also it makes Jack think that “Room” is a real place while outside the “Room” is outer space. It makes Jack confuse between fantasy and reality. It is seen on this line in the novel

“You actually lived in TV one time?” “I told you, it’s not TV. It’s the real world; you wouldn’t believe how big it is.” *Her arms shoot out, she’s pointing at all the walls, “Room’s only a tiny stinky piece of it.” “Room is not stinky.” I’m nearly growling.* (Donoghue, 2005, p.105).

In “Room”, through TV, he regards that everything like Dora and store is unreal but Ma says that the things that he sees on TV are the pictures of real things. Norsworthy and Whitley (1918), states that the creation of an imaginary companion is the result of confusion between fantasy and reality (David Lydon, 2011, Vol. 11, p. 2). Ma says what he sees on TVs such as store and bottle is the picture of real things. It makes Jack hard to believe that what he sees on TV is a real world because he thinks that what he sees on TV is the unreal things. The real things are only in “Room”.

Ma: “It’s a real store.” Ma rubs her eye.

Jack: “How---?”

Ma: “OK, OK, OK. Listen. What we see on TV is . . . it’s pictures of real things,”
That’s the most astonishing I ever had. (Donoghue, 2005, p. 73)

In the sentence above, it describes when Jack sees a person who holds the same bottle as he had. He becomes curious and he asks his mother where that person gets the bottle. His Ma tells him the truth and suddenly, not to make him better but it

makes him want to know more. He tries to ask Ma about what happens in the real world, but Ma does not want to explain it more.

“Room” creates an artificial world to Jack. He sees Dora, his imaginary companion is the unreal thing on TV. But not for Jack, he regards Dora as his true friends. It is different with the bottle and the store. He sees the store on TV is an unreal thing which does not exist in a real world but another side he sees someone in that store is holding the same bottle as he had. For him, it is strange and he thinks Ma is pretending. Through the artificial world, it makes Jack hard to distinguish between reality and fantasy. Bottle and the store are the transition phase for Jack to believe that there is the unreal and real world.

When he is in a real world, he sees that the motorbikes and hospitals are real too. The reality that he just knows makes his head's going to burst. He forced to believe because the situation that makes him forces to believe it. The situation when he should be able to make Ma being free and escape from the Room. He sees those real things in the real world, like as cited from the novel

“So hospital are real too, and motorbikes. My head's going to burst from all the new things I have to believe.” (Donoghue, 2005, p. 109)

According to Nurgiyantoro, round character is a character in fiction portrayed as a having complex, multifaceted personality. They change as they experience many problems and conflicts (2002, p. 183-184). Jack is a round character who changes his character through the conflicts and problems. It shows when he wants to escape from

“Room”, his character change becomes a person who should be Scaredybrave (Scary and Brave).

“I think about Old Nick carrying me into the truck, I’m dizzy like I’m going to fall down. “Scared is what you’re feeling,” says Ma, “but brave is what you’re doing.” Huh?” “Scaredybrave.” “Scave.” (Donoghue, 2005, p. 144)

Giesecking, Mangold, Katz, Low, and Saegert (2014, p. 73) states that place and identity can not be separated to one another. Through place, people can create and re-create their identities. It produces as people come to identify where they live, shaped it, and creating distinguish environmentally. In Room novel, Jack creates and recreates his identity from scary to brave through the environmental. He should be brave for the sake of making Ma free and escape from an unreal world, which is “Room”.

4.2 Placeless

Room creates the internal conflict not only for Jack but also for his mother. She is depressed because of her problem with Old Nick, a man who raped her when she is nineteen years old and put her in “Room”. When Jack sees a person who holds the same bottle as he had and then he asks Ma where the man gets it. When Ma tells him that the man gets the bottle from the store, she does not realize that she already opens up the lies to Jack. She has to explain to Jack about the real world. When her mind is confused, it affects on Jack’s identity. He becomes placeless when he is in “Room” with his mother but she pretends as he is not there, as cited from the novel

"Ma gets up to pee but no talking, with her face all blank. I already put a glass of water beside Bed but she just gets back under Duvet. I hate when she's Gone, but I like that I get to watch TV all day." (Donoghue, 2005, p. 75)

Foucault states that "Utopia" is a placeless place because one sees themselves in a place they are not (2015, Vol. 14, p. 346). Jack becomes placeless when Ma does not make him a breakfast and gets up to pee but no talking. He puts a glass of water beside Bed but she just gets back under Duvet. Jack is in Room but he sees himself in a place he is not because his Ma pretends as he was not there.

"Just a bad dream. That's what Ma would say if she was here but she's not. I try the talking in my head, Ma? Ma? Ma? I can't hear her answering." When it starts being lighter I put the Duvet over my face to dark it. I think this must be what Gone feels like." (Donoghue, 2005, p. 321)

He becomes placeless for twice even he is in a real world. When his Ma is in a hospital to check her condition, Jack lives with his Grandma. Someday, when he needs Ma and says if she is here but she is not, he feels like an empty. He feels like he is here but he is not there with his Ma. He feels empty. He is here but he does not see himself there with his Ma. He feels like he is not his Ma's priority anymore.

4.3. Society

Frey (1987) said that identity is considered to be a complex of characteristics ascribe from the outside (Christoph Waller, 1997, p. 11). In other words, identity is a

matter of a specific combination of qualities belonging to an individual, which distinguish that individual from others. The identity can not be separated with society because as a human being, people need to connect with others. As a human being, it creates a social identity for themselves; they form the boundary between ingroup and outgroup. This means that a feeling of belonging arises among members of the ingroup when in certain situations and in agreement with one another.

Social identity is how we orient ourselves within our social environment; we have to define who we are with the help of social categories (2000, p. 61). But in *Room*, what happened to Jack is the opposite. He becomes an introvert person because there is no social interaction with another person except his mother beside they are being isolated. He only interacts with his imaginary companion who does not exist in a real world.

“It’s OK, sweetie. It’s OK.” Who’s sweetie? *His eyes are looking at my eyes, it’s me that’s the sweetie. I can’t look, it’s too weird having him seeing me and talking me.*”
(Donoghue, 2005, p. 172-173)

Bourchier and Davis (2000), states that children can become emotionally involved in pretend play and can even become afraid by that which is not real (Bourchier and Davis cited in David Lydon, 2011, Vol. 11, p. 3). In a real world, what happened to Jack is he can not interact with other people because in "*Room*" he only interacts with his imaginary companion. It is difficult for Jack because "*Room*" builds Jack to be an introvert person who only interacts with his mother as a real

person. That is why Jack is hard to make a conversation with someone else because he never interacts with someone else except his mother which influenced by Room. Besides that, she never teaches him how to be a person with good manner

“You could have, let’s see, waffles, omlet, pancakes. . .” *I whisper*, “No.” “You say, No, thanks,” *says Ma*, “that’s good manners.” *Person not friends of mine watching at me with invisible rays zap, I put my face against Ma.* (Donoghue, 2005, p. 222)

Room creates Jack not only become an introvert but also a person who does not have a good manner because his mother never teaches him even his father always visit them, but Ma forbids Jack to interact with him. So, the impact is Jack does not have enough good manners to other people.

Jack changes his identity mostly happen when he is in a real world. He is become an introvert, extrovert, temperament, and cheerful person. “Place-based identity” is a term widely used across a range of disciplines to describe the ways in which one’s personal identity might be bound up with a place” (2013, p. 312). His identity changes not only because of the environment but also the people around him.

“Is that TV?” *I ask*. “Hmm? No, it’s a photo of all these streets. The camera’s way up in space.” “Outer Space?” “Yeah.” “Cool.” (Donoghue, 2005, p. 190)

One’s image of one’s self is a social construction—being creating and re-creating. Moxnes states that to develop as a human being is to be seen. To be seen is to develop a self. The development of a self is thus strongly linked to human interaction (Moxnes cited in Thomas 2009, Vol. 28, p. 886).

Society makes him learn a lot, how to share, how to be a good person, and how to mix with them. Jack starts to be an extrovert person. He starts to talk to somebody else. He is not become afraid anymore about being in a real world even without his Ma. He tries to communicate with the Officer, tells about what happened in Room, and asks about everything on the street.

Room creates a feeling like a stranger in a real world. Sometimes he is being introvert and then changes to extrovert and changes back to an introvert person. When his Grandma brings him to the playground so he can get new friends, he feels like those kids are not his friends. He does not want to play with those kids. It also makes him different from others

“I can’t go in the playground because there’s kids not friends of mine.” (Donoghue, 2005, p. 325)

Children with the imaginary companions engage in behaviors which may lead to the belief that they have trouble distinguishing between fantasy and reality (David Lydon, 2011, Vol. 11, p. 4). Companion friends that Jack regards as his true friends make him play, interact, and share something with someone else. It makes him feels not belongs to that group. People like Ma and place like “Room” participate in creating his identity.

Our identity is then a movement in time and space constituting a collection of self-images in our mind from the past, fro the present, and from the future, as all reseluts of human interaction. Jung (1957), states that coined our images from the

past *Grounded Self*, our images of the present *True self*, and our images of the future *Possible Self* (Jung cited on journal by Helgo, 2009, Vol. 28, p. 887). In real world, it's hard for Jack to play, to interact, and to share something with someone else because of his past experience. "Room" is already creates the world that his friends only Ma, his toys and cartoon.

Jack does not feel connected with other groups because he thinks that his true friends are in "Room", especially for a girl. His girl friend is only Dora which is an imaginary companion. That is why when there is a girl who asks about his name, he pretends does not hear. It is seen on this line in the novel

"There's a girl on the other swing, I didn't even see her coming in. "What's your name?" *I pretend I don't hear.*" (Donoghue, 2005, p. 346)

Brown states (1990, p. 420), states that we classify others as members of this group or that group, and we also allow ourselves a place in relation to these groups. In other words, our feeling of identity connected with our membership various groups (Cristoph Weller, 1997, p. 28). This situation is the same happens when Jack meets the kids in the playground. He does not want to join, and now he pretends he does not hear what the girl says. In Room, the girl that he only knows is his mother. He also said that "Women aren't real like Ma is, and girls and boys not either."

As the time goes by, Jack's identity changes because he has become accustomed to talk and meet with other people. When Jack feels that he already belongs to this group by making a conversation and playing together. He already realizes and accepts the fact that he already finds his real friends that he can touch

and talk with them, not like Dora and Spongebob even they still become Jack's imaginary friends. It shows on this sentence in the novel

“A stranger might snatch you, Jack, that's what I'm talking about.” *A stranger's non-friend, but the women were my new friends.* “Why?” “Because they might want a little boy of their own, all right?” *It doesn't sound all right.* (Donoghue, 2005, p. 369)

Baumeister (1986, p. 3) states that identity is expected to help people solve the basic dilemma of how to make life meaningful. Jack experience of dilemma, he already feels comfortable the people around him and creates him to become an extrovert person but again, his Grandma forbids him to talk to a stranger that he just knows even he thinks they are his new friends. It produces bad identity which can and also makes him confuse that in real world people, things, animals are real but why his Grandma forbids him to talk to them that he regards as his new friends.

In this novel, Donoghue describes Jack as a person who can not be separated with Room and everything inside Room. One of those things is his imaginary companion. He is difficult to find friends and also to be able to interact with the kids in his age. It because of his past experience (*Grounded Self*) which makes him difficult to interact with somebody else.

“I'm Cora and I'm four and a half.” *says the girl* “Is she a baby?” “He's a boy and he's five, actually,” *says Grandma. I want to get out now but my legs are stuck in the rubber, I kick, I pull at the chains.* “Easy, easy,” *says Grandma.* (Donoghue, 2005, p. 346)

His imaginary companion like Dora makes Jack difficult to communicate with a girl. He becomes a person who doesn't feel comfortable to interact with the girl

because of his past experience (*Grounded Self*) which created by Room. In Room, Dora as his imaginary companion already he regards as his true friend. So, Jack is an inability to distinguish between fantasy and reality which makes him hard to connect and communicate with others (in a journal by David Lydon, 2011, Vol. 11, p. 3).

A Room which has an artificial world creates Jack's identity to be a caring person. It proves when he treats his friends such as rat and plant. He gives them food to make them still alive. He brings his toys sleep together with him, and taking care of them.

When Jack is in a real world, he still becomes a caring person because of his present experience (*True Self*). When Jack is being outside, it changes him to become a caring person. He sees everything that he never sees in Room. Society makes him learn a lot, how to share what he has with someone else. He learns through his Grandma who asks him to give 2 quarters to a woman sitting on the ground. Present experience can change Jack's mind to be a caring person.

“Grandma gives me two quarters and points to the hat. I put one in the hat and I ran after Grandma. “What’s that in your hand?” I hold up the second coin. “It’s NEBRASKA, I’m keeping it for my treasure.” “You should have given it to the street person like I told you.” “OK, I’ll--” “Too late now.” (Donoghue, 2005, p. 357)

Interaction is important to build social construction. Carl Jung (1957, p. 9), the founder of analytical psychology, claims that human beings have an innate need for self-realization. At the first, Jack keeps the second coin for his treasure but good society creates the good identity. His Grandma asks him to give 2 quarters for a

woman who sits on the ground. Just because he gives 1 quarter to the woman, he feels bad he does not give the woman the second quarter. Through human interaction, Jack learns how to be a good person in society.

Another identity which creates to Jack in society is he tries to make himself become a brave person. This happens to Jack when he meets a baby and plays together. He becomes an extrovert person because he used to talk and to play with them.

“Bye-bye.” Walker flaps his hands up and down. I think I’ll give him a hug. I do it too fast and knock him down, he bangs on the train table and cries. “I’m sorry,” Grandma keeps saying, “my grandson doesn’t—he’s learning about boundaries.” (Donoghue, 2005, p. 359)

He becomes an extrovert person because his present experience (*True Self*) that shaped him to be friendly with others, interact and play together with them. But when he meets a new friend, he shows it in a negative way. He hugs Walker until he knocks him down and cries. Actually, that is a good way to play together and share the love with each other but Jack does not know what he did is wrong and makes him hurt. What his Grandma says to him that he can not hug a stranger even he is a nice one is like it’s broke his passion for becoming an extrovert person.

“Remember,” she says on the way to the white car, “we don’t hug strangers. Even nice ones,” “Why not?” “We just don’t, we save our hugs for people we love.” “I love that boy Walker.” “Jack, you never saw him before in your life.” (Donoghue, 2005, p. 360)

The self is already something that the individual person sees positive values in and is motivated to protect and maintain. Jack sees himself is doing the right thing by giving a hug to Walker and maybe it can motivate him to always do the positive things but his Grandma forbids him to hug a stranger even he loves it because he never saw him in his life. Being an extrovert person is not something easy for Jack. He lives in Room almost 5 years who never talks to anybody except his mother, and does not have any friends except his imaginary friends.

Eyles (1989), states that sees identities as being built, maintained, and reconstructed through actions in everyday life (Eyles cited in Julia Ellis, 20005, Vol. 3, p. 65). A Place can give the experience which builds Jack's identity. He becomes a coward person because, in "Room", he never sees something more complicated than what he sees something in a real world. It shows when his Grandma and Steppa brings him to the beach and he is afraid of being there

"I stay far back because there's huge growing bits with white stuff on top, they roar and crash. The sea never stops growling and it's too big, we're not meant to be here."
(Donoghue, 2005, p. 363)

His identity that he shows is the result of experience which occurred to him, whether it is past, present, or future. Jung (1957), states that coined our images from the past *Grounded Self*, our images of the present *True self*, and our images of the future *Possible Self* (Jung cited on journal by Helgo, 2009, Vol. 28, p. 887).

In Room, he is being isolated for the real world. Room creates limitation for him to see the world. It gives him bad impact because of his past experience

(Grounded Self) which created by Room. He feels afraid of being outside. When his Steppa asks him to the beach and he sees it with his eyes, he feels afraid.

In Room, he just sees one thing without being a copy. He only has 1 Remote, 1 Truck, 1 Rug, etc while in a real world, he sees many things which being copy like there is more than playground that he ever sees. He becomes astonished and confused person like as cited in the novel

“Driving home I see the playground but it’s all wrong, the swings are on the opposite side. “Oh, Jack, that’s a different one,” says Grandma. “There’s playground in every town.” Lots of the world seems to be a repeat. (Donoghue, 2005, p. 365)

Jack changes his identity mostly when he is in a real world. He becomes open-minded in accepting the fact that there is a real world that he should believe and interacts with the people and it also makes Jack wants to leave “Room”, a place which has an artificial world to Jack where he gets his imaginary friends through the TV and regards all the things in Room such as Rug, Remote, Table, etc as his friends. move to an independent living in real world.

“Tell you what, you can keep it in your own room, but rolled up in the wardrobe. OK? I don’t want to have to see it.” She goes to kitchen, I hear her splash the water. I pick up the vase, I throw it at the wall and it goes in a zillion pieces.”(Donoghue, 2005, p. 381-382)

When he lives in independent living, his identity which creates in Room still involved himself. He wants Ma to fulfill what he needs or he can get angry like when there are no five candles in his birthday and he asks Ma to write it on the Sunday treat. It happens again when he is already living in a real world.

“Tell you what, you can keep it in your own room, but rolled up in the wardrobe. OK? I don’t want to have to see it.” *She goes to kitchen, I hear her splash the water. I pick up the vase, I throw it at the wall and it goes in a zillion pieces.* (Donoghue, 2005, p. 382)

He becomes an emotional person who likes to angry with Ma if he does not get something he wants as the result of past experience (*Grounded Self*) that shaped him to be an emotional person. The past experience which creates him becomes an emotional person is shaped when he lives in Room.

In “Room”, place creates identity through what is in the inside. When Jack is already in a real world, pricesely in independent living, he wants Ma to bring the Rug into his new house. Jack feels that he should bring his friends in “Room” because he feels that they are already accompany him since he is living in “Room. Ma refuses to give a permission to bring Rug into their independent living. As the result, Jack becomes a naughty boy.

Jack experiences many things which also change his identities. The first, he becomes an introvert person when he meets the kids who play in the playground. For him, they are not mine. The second, Jack becomes an affectionate person he feels bad when he gives only one quarter to the woman who sitting on the ground. The third, Jack begins to become an extrovert person. Until finally, he can accept the reality that a real world which he called by ‘Outer Space’ is a real world and he mostly like it Outside more than “Room”.

“Don’t you like it Outside?” “Yeah. Not everything.” “Well, no, but mostly? You like it more than Room?” “Mostly.” (Donoghue, 2005, p. 395)

Feeling comfortable makes Jack wants to live in the real world. He can get real friends, inteacts with them, plays together, and also he can touch and hug them as real friends. He likes the real world mostly than Room as the result of his present experience (*True Self*) which occurred to him since he lives in real world. Until finally, he can leave Room forever even he is still become confused to learn all of that.