CHAPTER II

REVIEW OF RELATED LITERATURE AND THEORETICAL FRAMEWORK

2.1 Myth Critism

According to Jung (as cited in (Meng-Hsuan, 2022)) myths are the language of the unconscious, containing archetypal meanings. For example, the monomyth, in various forms, shares the assumptions that an archetypal hero, a prototype of human figures, sinks into darkness, the unconscious, to encounter the natural and primitive instinct sphere, and that by resisting sociocultural values, this mythic hero can successfully transgress his instinctive chaotic drives and transform himself into a man with autonomy, building upon his human ego from the utmost.

(Campbell, 2008) invented the word "monomyth," which refers to heroic narratives in which a heroic protagonist embarks on a trip and, after transformational adventures, comes home with rewards. The monomyth can be viewed as a representation of the hero's individuation process—a journey to self-realization that includes metamorphoses and challenges that the hero faces, as well as a negotiation during the transition to full autonomy in order to achieve transformation and renewal (Beggan, 2016). In essence, the monomyth is concerned with the inevitable and repeated transformations of humans, as well as rebirth and regeneration. As a result, it can be an important mechanism for self-development, self-identification, and self-realization.

2.2 Hero's Journey Approach

There are numerous genres in literary works. Adventure is one of the most popular genres. The adventure genre is a type of fiction that tells the story of an adventure, which is an interesting undertaking involving risk and physical danger. Hero could be used to describe the main character in an adventure story. In this case, the hero's journey archetype could be used to analyze the adventure genre. The hero journey, also known as the monomyth, is a common narrative archetype or story template in which a hero goes on an adventure, learns a lesson, wins with his new knowledge, and returns home.

Hero myth patterns were first studied by Joseph Campbell, who was influenced by Carl Jung's analytical psychology. Campbell uses monomyth to deconstruct and compare religions. Hero with a Thousand Faces, his best-selling book (1949). The Hero's Journey, in Carl Jung's view, has three stages: separation, transformation, and return. Separation is the first stage. When a hero departs from their community, they are separated. Transformation is the second stage. The series of occasions that Hero went through during his journey is called transformation. The final stage is returning. When the hero returns, it is to his or her family or to society.

The hero's journey has three stages, according to Carl Jung; however, Joseph Campbell expanded on these stages. There are 17 stages in the typical journey of a hero, according to Joseph Campbell, author of the best-selling books A Hero with a Thousand Faces (1949). explanation of the 17 phases of the hero archetype the itinerary can be seen below.

2. 1. 1. Separation

Separation occurs when the hero leaves home or society. According to Joseph Campbell, the separation has five stages. Below is an explanation of the five stages of separation.

2.2.1.1 Call to Adventure

The hero starts out in a typical situation until he receives information that serves as a summons to go to an unidentified location. According to Campbell, this area is symbolized by distant lands, forests, kingdoms underground, beneath the waves, or above the sky, secret islands, high mountain peaks, or deep dream countries, but it's always been a place of fluid and polymorphic strange creatures, unimaginable torments, superhuman deeds, and impossible pleasures. An example of the call to adventure can be seen in an article written by (Syahputra & Kasprabowo, 2020) entitled The Hero's Journey in Matthew Vaughn's Movie: Kick-Ass. According to (Syahputra & Kasprabowo, 2020), the main character named Dave was called to adventure because nature called him to be a hero. In the film, after encountering the thugs, Dave returned home and purchased a scuba suit and a mask to transform into a hero. A chance was given to a normal boy who wanted to live his dream. This was the starting point of his heroic journey.

2.2.1.2 Refusal of The Call

The hero frequently defies orders when summoned. First, it can be brought on by feelings of obligation or responsibility, fear, insecurity, inadequacy, or any other factors that keep people in their current state of affairs. Campbell claims that by ignoring the call, the trip became unpleasant. A person loses the ability to take positive action when they are mired in boredom, labor, or "culture," and they turn into helpless victims who need to be saved. In (Altabaa & Barieah, 2022) article entitled The Heroes' Journey: An Archetypal Analysis of Hansel and Gretel. The researcher describes how the hero named Hansel, refuses the call of adventure because he is afraid after his guardian abandons him in a dangerous forest. Hansel decided to leave and go home as a result. They denied there was a problem and went home. But in order to overcome obstacles and restore order in the home, fresh approaches built on bravery, love, and compassion are required. Consequently, Hansel and Gretel must still heed the call to adapt, develop, and grow.

2.2.1.3 Supernatural Aid

The hero's magical guides and helpers manifest or become known after he embarks on a quest, whether consciously or unconsciously. The supernatural mentor will frequently give the hero one or more artifacts or amulets that will aid him later in his quest. An example of supernatural aid can be seen from article that written by (Juanda et al., 2021) The Hero's Journey of Arthur Curry Character in Aquaman Movie. According to

(Juanda et al., 2021), the depiction of this stage occurs when Vulko teaches Arthur how to use a trident, a traditional Atlantean weapon wielded by the Atlantean royal family, in battle. Arthur is being prepared by Vulko to become king. Arthur's preparations for becoming king began when he was a child. In the film, Vulko asks Arthur to defend himself, and Vulko assists by tutoring Arthur.

2.2.1.4 The Crossing of the Threshold

This is the point at which the hero enters the world of adventure, leaving the boundaries of his known world and venturing into an unknown and dangerous realm with unknown rules and boundaries. An example of the crossing of the threshold could be seen the article by (Juanda et al., 2021) entitled The Hero's Journey of Arthur Curry Character in Aquaman Movie. (Juanda et al., 2021) claims that the moment Vulko told Arthur to look for the famous trident wielded by the first king of Atlan was when the first threshold stage was crossed. Arthur's first task is to follow the directions from old relics to uncover the riches because the trident's power is so strong and can be utilized to rule the sea.

2.2.1.5 The Belly of the Whale

The final step of separation, which explains the danger or difficulty the hero will encounter. The hero feels prepared, willing, and sincere at this point for all of the challenges that are yet to come, and hero is also prepared to experience rebirth. An example of the belly of the whale could be seen in the journal by (Syahputra & Kasprabowo, 2020) entitled Hero's

Journey in Matthew Vaughn's Movie: Kick-Ass. The example took from the scene when the Hero is kidnapped and subjected to torture by the enemy. He became engulfed in mental darkness as he lost himself in this misery. Later, the Hit Girl saved Dave, but Big Daddy lost his life as a result of the fire burning him. After they left, Kick-Ass and Hit Girl began to plan how to take down the hideout of Frank D'Amico.

2. 1. 2. Transformation

The hero's transformation is a list of events that occur during his journey. According to Joseph Campbell, there are 6 stages in the transformation. The 6 stages of the transformation are explained below.

2.1.2.1 The Road of the Trials

In this stage, a hero will encounter challenges on his trip—the hero's attempt to complete his task while facing difficulties is the real adventure. According to (Campbell, 2008), the hero is forced to go through a number of unique trials and tribulations after arriving in a foreign nation. It is a set of trials that will aid the hero in developing his or her own character so that they are better equipped to fight the enemy. The hero must start the transition even if the hero fails many other tests. Before entering this area, the guidance of the otherworldly allies aids the hero covertly. An example took from (Altabaa & Barieah, 2022) article that entitled The Heroes' Journey: An Archetypal Analysis of Hansel and Gretel. The researcher describes the trials that the hero faces in the story is about how Gretel and Hansel encounter with the witch, who also serves as a metaphor for the

typical devilish woman, temptress, or trickster, the difficulties faced by heroes on the path of trials are succinctly described. Another trials that Gretel faced was she could beat her selfishness when the witch allowed her to go out but she choose to save her brother in the caged. They were able to free themselves, overpower the witch, and get through the perilous challenge of their voyage thanks to the love and selflessness that Gretel felt for her brother.

2.1.2.2 The Meeting with The Goddess

Hero meet the woman that give help for their adventure. This woman representation could be a girl or hero's lover that they love that could influence the story.

2.1.2.3 Woman as Temptress

A hero will face challenges that will cause him to lose focus on his primary goal. In this scenario, Campbell represents the barriers with a woman, although this is not always the case. These figures may cause the hero to lose focus and lose motivation to defeat the enemy and continue the hero's search. An example could be seen in the journal by (Syahputra & Kasprabowo, 2020) entitled Hero's Journey in Matthew Vaughn's Movie: Kick-Ass. According to (Syahputra & Kasprabowo, 2020), the hero in the story meet with his lover and it caused the hero forget about the mission and done become a hero. But, the hero turns back the road again after received the important message from red mist.

2.1.2.4 Atonement with the Father

A figure with more power than the hero will be encountered during this stage. The character is depicted as a father in ancient mythology, where a father must be more powerful than the child. Hero must defeat the figure in order to continue his journey. An example of atonement of the father could be seen in the journal written by (Juanda et al., 2021). The researcher stated in the journal that the father represented as the monster that has great power named Karathen. Karathen guard the trisula from who want to use it wrong. This first encounter with Karathen marked Arthur's ascension to the throne.

2.1.2.5 Apotheosis

The quest for greater levels by heroes begins with the apotheosis. Before the hero starts moving forward, there is a time of rest, tranquility, and satisfaction during this stage. In addition, this stage marks the rebirth of the hero or a pivotal moment in the story. An example could be seen from the article written by (Syahputra & Kasprabowo, 2020). According to the researcher, the hero evolves into a divine being. after undergoing numerous trials and facing potentially fatal situations. Heroes must die to be reborn. leaving his old self behind and resolving to become new. During the last encounter with the boss opponent Frank D'Amico, this stage can be viewed. The phrase expresses Dave's perception of himself as the movie's hero.

2.1.2.6 The Ultimate Boon

The completion of this step in the initiation phase signifies a hero's accomplishment of his or her objectives and metamorphosis. After encountering numerous challenges, perils, and hazards, the hero eventually succeeds in reaching the object of his mission. After a voyage in which the hero forgoes a number of his joys in order to serve his people, he receives this gift. An example could be seen in the article written by (Altabaa & Barieah, 2022) entitled The Heroes' Journey: An Archetypal Analysis of Hansel and Gretel. The researcher represented the ultimate boon or the gift as the pearl in the story. Before the hero in the story received the gift there were some obstacle that should be faced by the hero. The difficulties are trapped in the snare-house and about to eaten by the witch

2. 1. 3. Return

Return occurs when the hero returns to his or her family or to society.

Joseph Campbell identified six stages in the return. Below are explanations of each of the six stages.

2.1.3.1 Refusal of The Return

Hero starts to feel comfortable and wants to remain in his new world at this stage. It is the reason the hero has decided not to go back to his native world. He will be saved from a world filled with magical adventures by someone or some circumstances, yet there are numerous factors that force a hero to consider going home. An example could be seen in (Damayanti &

Munjid, 2021) paper which the researcher stated that the example stated as implied which was the hero choose to stop his journey in the new world.

2.1.3.2 The Magic Flight

This is the final stage for a hero. They obtain extraordinary abilities here, which they will utilize to return to their homes (Campbell, 2008). If a blessing is something the gods strongly guard, the hero may have run with it. Returning from a journey can be as wonderful as embarking on it. An example could be seen in (Juanda et al., 2021). Hero in the story defeated his brother and was recognized as the king of all the people of Atlantis, no more challenges pursued him because the situation in Atlantis had returned to normal after the hero's conflict with the antagonist.

2.1.3.3 Rescue from Without

In this stage sometimes the hero doesn't know when to go back to their old life and need someone to remind them to go back. So, the hero could be saved from the new world full of supernatural world (Campbell, 2008). An example could be seen in (Altabaa & Barieah, 2022) paper. Stated in the paper that the guidance for the hero to go back to their old life representation as dove and duck as granted by God to the heroes on their path.

2.1.3.4 The Crossing of the Return Threshold

Stage of hero return to their home. His/her return is portrayed as a re-entry into their zone before (Campbell, 2008). Hero bring wisdom and knowledge that they get from their journey to share with their people. An example could be seen in (Altabaa & Barieah, 2022) journal. In the journal mention

that they find their way home out of the forest into the arms of their remorseful father with victory after defeated the archetypal representation of chaos, or the epitome of evil, in the form of the cannibalistic witch.

2.1.3.5 Master of Two Worlds

The hero will be able to move between the two realms without putting either in risk or injury. A hero can travel back in time and cross the globe at any time (Campbell, 2008). A hero can bridge the boundary between the ordinary and perilous worlds without additional testing. When heroes are able to live in two worlds, hero could come back and forth from two worlds after achieving strength of mind and body.

2.1.3.6 Freedom to live

A hero has been transformed and has returned to his or her daily world. Hero is free to choose what he or she will do next, including what duties he or she will take on. Death is no longer a threat, leading to the freedom to live that comes with mastery. It is also described as living life to the fullest because it does not include either longing for the future or complaining about the past (Campbell, 2008). In this stage the hero could live without worries of their fate in the future. Also in this stage heroes achieve their greatest happiness it could be married or become a king or go back on the adventure. An example could be seen in (Altabaa & Barieah, 2022) journal. In the last paragraph of finding and discussion the researcher state that heroes in the story have completed the journey and defeat all the archetypal representation. At the last stage, the hero could able live

happily with their father and the treasure of pearls and precious stones in total peace and pure happiness.

2. 1. 4. Difficulties in Hero's Journey

A hero must pass through 17 stages in order to accomplish his or her goal, according to Joseph Campbell's theory of the hero's journey. The hero will encounter numerous challenges as they work to complete the mission. Each of the 17 stages, which are broken down into the three major parts of departure, initiation, and return. Each stages of hero's journey have its own challenges. The challenge will later become stronger as the hero's character. There is a test for the hero in the hero's journey. Hero must adapt and attempt to overcome every obstacle he foresees in order to complete his mission. Along with his inherent qualities, the hero will also develop in terms of skill or ability. The hero will experience a better rebirth. If he wants to be a hero, he must overcome these obstacles. One example of the difficulty of the hero's journey could be seen below.

"He was a personification of the Threefold Fire and of the difficulties of the last test, a final threshold guardian to be passed by the universal hero on his supreme adventure to Nirvana." (Page 151, Campbell 2008)

According to Joseph Campbell, the quote above was included in the hero's difficulty at the apotheosis stage. The quote above was a story from the Bodhisattva myth, which explained how difficult it was for a Bodhisattva to reach Nirvana. Bodhisattva itself was a being who wanted to become a Buddha. To become a Buddha, Bodhisattva must reach the highest level, namely Nirvana. However, to reach Nirvana Bodhisattva had to pass the final threshold guard.

2.3 Previous Studies

Before conducting this research, there are some previous study researcher has found and read. Below are previous studies which use archetypes Approach. These previous studies have given researcher knowledge and inspiration of what archetypes is. First is from (Nurdiana & Evyanto, 2019). From that research, the reasearcher studied the hero stages in Alice wonderland. In that study they used monomyth of Joseph Campbell to indicate separation and return stage. The result was there were 3 stages of separation and 1 stage of return the novel only has four stages of separation and return. Three of them were discovered after a five-stage separation. They're the call of adventure, the crossing of the first threshold and belly of the whale. Only one of the six stages of return was discovered by the researcher during the return stage.

Second comes from (Beggan, 2016) with the title "Monomyth, Transformation and information: The Hero's Journey in the Extreme Fitness Exercise Informercial". The purpose of that study was to show how the success story of people profiled in extreme fitness infomercials could be seen as conforming to the monomyth framework. The way the infomercials show how the success stories may be used to inspire and guide future heroes displays the importance of inspirations as the last steps in then fitness hero's journey. The researcher stated in his study that researcher found 4 stages as a proof of how someone could inspire the other generation to get what they want to achieve. The evidence for the monomyth was found that shows the hero had inspired other hero from new generation to achieve their goals using social media since it is big platform.

The third comes from (Noor, 2020) entitled "Monomyth: The Hero's Struggle of Ezio Auditiore in Oliver Bowden's Assassin's Creed Renaissance Novel". From Ezio's

character the aim of that research was to find the hero struggle and hero journey. The output of this study is found the character in story difficulty throughout his journey, and also building a relationship between character story and the hero's journey concept.

(Wahyuni, 2018) the monomyth theory is applied to the novel "Murder on the Orient Express," according to the writer. This could be seen in the seventeen stages that go from "departure" to "return." All of the stages of the monomyth theory are applicable to this story, although with significant modifications, given that the monomyth theory is typically employed to myths and legends, and now the writer is using it to a mystery fiction novel.

(Cura, 2019) explored hero's journey that Bilbo has. That article examined how and why the writer J.R.R Tolkien made the small character or known as a hobbit as the hero is to make moral lesson to children that everybody could be a hero. Tolkien chooses Bilbo as the hero since people see him as small, weak, only live in his ordinary life, and not that smart. And when people see him going through hard path and becomes a hero, people could relate to him and appreciate him. People are bored to see strong heroes to become the main character and since there is no hope to people who are not as strong as those heroes.

(Wicaksono, 2020) also finished the hero's journey in novel entitled Ready Player One by Ernest Cline. That study aimed to find the hero's journey that the main character has. For the theory, that researcher uses Hero with the Thousand Faces Commemorative Edition (2004). The results of that research is the main character is truly depicted as a hero and the hero's journey are applied complete in the novel.

(Bahari, 2020) this research concludes that, in addition to Joseph Campbell's understanding, there are five archetypes roles found in main character. According to this study, the character went through three and twelve stages based on Joseph Campbell's understanding of the hero's journey. The writer thought that the main character storyline fits Campbell's Hero's Journey theory based on the findings.

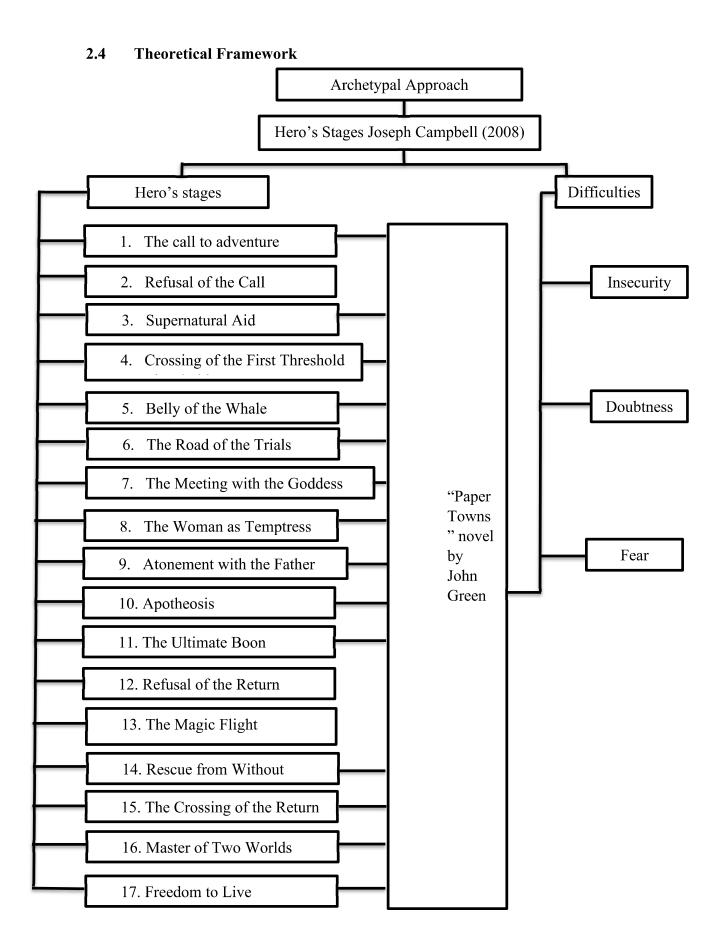


Figure 2. 3 1 Theoretical Framework

The focus and flow of research make up a conceptual framework. In order to do research on a literary work that deals with social concerns, this study takes hero stage issue. The researcher uses Joseph Campbell theory of hero stages these conceptual frameworks could help solve issues in Paper Towns Novel, and the knowledge helps explain the stages of hero that occur there.