

CHAPTER I

INTRODUCTION

1.1. Background of the Research

One of the creative works that are based on humans creative thinking ability is known as the works of literature. Literary works classified as fiction artistic writing, it is widely recognized classifications of literature that is less difficult to dispute (Sarwoto et al., 2015). Literature is known as a work of imagination human creativity expressed in the form of writing for educational purposes or entertainment purposes only. Studies of literature is not simply focus on real-world events; many literary works also include fantastical elements. Some of examples of literary works include novels, poetry, drama, lyrics and plays.

There are so many stories in the world that some people write down a collection of them to create works. Since the eighteenth century, novels have been considered to be a literary works in the form of long prose narratives that contains intrinsic elements. Various interesting stories are written in novel form so that everyone can enjoy and learn about various topics in a novel. A novel contains writing about human life and society, as well as characters who carry the plot of the story series. The author will transport the reader to the novel based on the storyline presented in order to activate the reader's imagination and allow the reader to imagine what is happening in the novel (Watt, 1959).

From many stories that exist in this world, there are various unique things that can be found from them that relate to the events that already occurred. According to (Longman, 2008), event is known as something that occurs, particularly something significant, fascinating, or exceptional. All events in the world around us have a backstory of its own. One of the backstories that is known by many people is the origin of humans and their traditions that consist the element of adventure. Humans are not monotonous creatures and they always seek to find more glory in their lives through several stages of adventure. As the result, to commemorate their adventures, they immortalize it into stories that can be known by future generations.

Novels are also written in the form of interesting adventure stories from around the globe. One of them is the 2018 book "God of War" by J. M. Barlog, which narrates in a fictional form the historical conflict between the gods of Norse and Greek mythology. The protagonist of this series is Kratos, a Greek God who begins a new life as a mortal with his son named Atreus. Their narrative begins with the death of his wife Faye, who left Kratos a will telling him what to do in the event that Faye passed away. The adventure elements occur in J. M. Barlog's "God of War" series, where the protagonist Kratos has to face several obstacles along his journey. And his son Atreus will travel along with him on all of his journeys.

The modern American novelist or known as J. M. Barlog was born and raised in Chicago and has authored multiple works within multiple genres. His first book, "Windows to the Soul," made him famous since it won the Illinois "Love Is Murder" Mystery Conference's Readers' Choice Award for suspense. He collaborated with Cory

Barlog to write the novelization of "God of War" from a video game by game developer Santa Monica Studio, which is very famous for the "God of War" series on various video game platforms. Adaptation of the 2018 novel "God of War" written by J.M. Barlog is a continuation of the story "God of War III" which has been popular among game players. At the moment, J.M. Barlog remains a creative novelist and intends to release his newest series, "The Heart of the Lion, Minno, and A Connecticut Nightmare."

People mostly like an adventure story even it is from myth or real history. According to (Campbell, 2017), the hero journey approach study involves three primary stages of discussion that cover significant topics. A hero's journey (Monomyth) begins with his departure, or separation, which explains the events which occur set before the hero embarks on his journey. Then comes Initiation, which describes each obstacle that a hero must face. In the final phase of Return, which tells the story of the hero's return after completing all his achievements from his journey.

The archetypal approach, often associated with psychology and literary analysis, explores the recurring symbols, motifs, and characters that appear across cultures and throughout history. Archetypes are universal patterns or themes found in myths, stories, dreams, and rituals that resonate with the human experience on a deep, often unconscious level. This approach was popularized by Swiss psychiatrist Carl Jung, who believed that archetypes represent fundamental aspects of the human psyche. Jung proposed several archetypes, including the Hero, the Shadow, the Wise Old Man, the Mother, the Trickster, and many more. These archetypes are not fixed roles but

rather dynamic symbols that can manifest differently depending on cultural context and individual experiences.

The Hero's Journey, also known as the monomyth, is a narrative pattern identified by Joseph Campbell in his seminal work "The Hero with a Thousand Faces." Campbell studied myths and stories from various cultures around the world and found common elements in their structures. The Hero's Journey outlines a universal template that many heroic tales follow, regardless of cultural or historical context. The Hero's Journey typically consists of several stages, they are; the call to adventure, refusal of the call, supernatural aid, the crossing of the first threshold, belly of the whale, the road of trials, meeting the goddess, women as the temptress, atonement with the father, apotheosis, the ultimate boon, refusal of the return, the magic flight, rescue from without, the crossing of the return threshold, master of the two worlds, and freedom to live (Noor, 2020).

"God of War" by J.M. Barlog (2018) follows the journey of Kratos, the former Greek God of War, and his young son Atreus through the realms of Norse mythology. After the death of Kratos' wife, Faye, they embark on a quest to fulfill her final wish: scattering her ashes at the highest peak in the Nine Realms. Along the way, they face numerous challenges, including encounters with gods, monsters, and mythical creatures. Kratos, burdened by his violent past, seeks redemption while guiding Atreus and teaching him the ways of survival and controlling one's rage.

Their journey is marked by the exploration of their strained father-son relationship, as Atreus grapples with his heritage and Kratos struggles to connect with

him emotionally. As they uncover secrets about Faye's true identity and Kratos' past, they come to realize the significance of their quest in the grander scheme of Norse mythology. The final reveal that Atreus is actually Loki sets the stage for future conflicts and adventures in the series. "God of War" (2018) received critical acclaim for its engaging narrative, and deep character development.

1.2. Identification of the Problem

According to Creswell (2013) it is very crucial to choose the subjects of the problem of the research that will be valuable to examination by a wider audience, not only for the researchers. It is also for the readers. Considering the research's background context, the following issues have been found by researcher, which are:

1. The motive carried out by the villain to kill the hero in "God of War" novel by J.M. Barlog.
2. The reason why the hero killed the villain in "God of War" novel by J.M. Barlog.
3. The stages of separation of the hero in his journey in "God of War" novel by J.M. Barlog.
4. The stages of initiation of the main character in the "God of War" novel by J.M. Barlog.
5. The stages of return of the main character in the "God of War" novel by J.M. Barlog.

1.3. Limitation of the Problem

Based on the identification of the problem above, researchers found limitations of the problem, they are:

1. The separation stages of the hero in his journey in “God of War” novel by J.M. Barlog.
2. The initiation stages of the main character in the “God of War” novel by J.M. Barlog.
3. The return stages of the main character in the “God of War” novel by J.M. Barlog.

1.4. Formulation of the Problem

The researcher formulates the primary issues that require discussion in order to better define the problem's scope. These issues are as follows:

1. What are the separation stages of the main character in the “God of War” novel by J.M. Barlog?
2. What are the initiation stages of the main character in the “God of War” novel by J.M. Barlog?
3. What are the return stages of the main character in the “God of War” novel by J.M. Barlog?

1.5. Objective of the Research

The researcher determined the purpose of the study based on how the problem was presented above. They are:

1. To find the stages of separation of the main character in the “God of War” novel by J.M. Barlog?
2. To reveal the stages of initiation of the main character in the “God of War” novel by J.M. Barlog?
3. To figure out the stages of return of the main character in the “God of War” novel by J.M. Barlog?

1.6. Significance of the Research

1. Theoretical Significance

Theoretical significance is related to the way of the theory in revealing new understanding when it is applied to the studies (Campbell, 2017). The data found based on the analysis using the theory can help readers that want to analyze hero journey to the works of literature. In addition, this research analyzes hero journey by applying the theory from Joseph Campbell to the novel “God of War” by J.M. Barlog in the scope of archetypal.

2. Practical Significance.

Practical significance shows the possible applications of the study in the actual world where it can enhance the practice or policy. This research aims to help the readers that want to analyze hero journey where they are able to use this research as their reference. In addition, the researcher also hopes the teachers in education institution to be able to teach the students by applying this research as the material for teaching, especially in describing hero journey in the scope of archetypal.

1.7. Definition of Key Terms

- Hero** : A hero who leaves the realm of ordinary existence to explore the realm of supernatural. Encounters extraordinary forces, and a decisive victory is gained. The hero returns from this mysterious journey with the ability to benefit others.
- Departure** : The act of departing, specifically to begin a journey. The protagonist, often known as the hero, is called to head out on an adventure while living in daily life. The hero receives counsel from a mentor despite his refusal to answer the call.
- Initiation** : An incident which better or worse, brings a character into a greater level of consciousness. The hero crosses the threshold to an unknown or "special world" at the beginning of the part, where he must complete tasks or obstacles either by himself or with the aid of helpers.
- Return** : The action of leaving or returning from a journey or excursion. After being revived from resurrection, purified, and granted acceptance back into the Realm of the Ordinary People, the Hero is now entitled to share the Elixir of the Journey. The real hero reappears with an elixir to impart to others or mend a broken land.

Archetypal Approach : The archetypal approach is a framework for comprehending and analyzing recurring patterns, symbols, and themes in diverse disciplines, including mythology, psychology, anthropology, and literature. It greatly references the work of Swiss psychiatrist Carl Jung, who postulated the existence of recurring, universal, and inherited symbols and motifs in humanity's collective unconscious.