

CHAPTER III

RESEARCH METHODOLOGY

3.1. Research Design

A research design is a plan or approach that outlines the steps necessary to complete this study. Because the data in this study are words, phrases, sentences, and expressions found in the novel, a qualitative research approach was used. study designs, according to Creswell (2013), the form of inquiry within mixed methodologies, qualitative, and quantitative approaches that offer precise guidance for steps in a study design . The researcher can complete this study by gathering, organizing, evaluating, and interpreting data. Without altering the data, the researcher merely reports the phenomena that are present in the study items. The information is utilized to determine the "God of War" novel's hero's journey.

3.2. Object of the Research

The object is a very crucial part for doing an analysis. The reason of the research is because object serves the information that are able to be taken as the data. In this research, the “God of War” novel by J.M. Barlog that consist 334 pages and divided into 56 chapters with an epilogue by Titan Books which was published in 2018. The “God of War” novelization by J.M. Barlog was applied by the researcher as the main data source. The “God of War” was originally a console game released by Santa Monica Studios on Sony PlayStation 2 platform. Thus far, the “God of War” series has five main sequels and has three side sequels with related to the stories. The first “God

of War” game released in 2005, followed the tale of Kratos, a Spartan warrior known by the title of "Ghost of Sparta". After being tricked into killing his own family, Ares the original God of War as the son of Zeus, is the target of Kratos' vengeance. In the next story of “God of War II” released on 2007 in the same platform, Kratos continues his quest, now seeking revenge against Zeus, who betrays him. His battles through the Greek pantheon.

As the final main sequel of the Greek mythology, “God of War III” which was released on the Sony PlayStation 3 console platform in 2010 tells the story of Kratos' final confrontation with Zeus the God of Olympus and the other Greek Gods, seeking ultimate revenge amidst the chaos of Olympus. The other side sequel, Santa Monica Studios also released “God of War: Chains of Olympus” in 2008 and “God of War: Ghost of Sparta” in 2010 on Sony PlayStation Portable platform. And the last side sequel is “God of War: Ascension” which was released in 2013 on Sony PlayStation 3. Apart from just being a console game, several literary writers have adapted some of the sequels to "God of War" into literary works in the form of physical novels.

The “God of War 4” was released by Santa Monica Studios in 2018 on Sony PlayStation 4 platform as the continues of the previous main sequels of “God of War III” which set after Kratos leaves the Greek land to the Norse lands with his new family and lives as mortal. A soft reboot, Kratos now resides in the realm of Norse Gods, attempting to start anew and protect his son, Atreus, from the dangers of their world. The novel object of this study is “God of War” which was released in 2018 by J.M. Barlog. As one of his most well-known novels "God of War 4" in Chittenango, New

York. A researcher applies Joseph Campbell's of hero's monomyth theory to assess the main character's adventure. This study illustrates the monomyth stages of the main character adventure and the main character's ability to overcome obstacles along the story.

3.3. Method of Collecting Data

The researcher needs some data to support this research in order to finish it. "The document is a record of past events," according to (Sugiyono, 2012). The data was gathered by the researcher using the documentation approach. The explanation is that anyone can write and take pictures of paperwork that can be utilized to gather data the documentation approach utilized to gather the data for this study was inspired by a remark from a conversation in J. M. Barlog's novel "God of War." The following procedures are followed in order to collect the data:

1. The researcher looked for the novel.
2. The researcher read the text.
3. The researcher looked for the conversation of the novel entitled "God of War" J.M. Barlog" and took screenshots.
4. The researcher underlined the contents of the book.
5. The researcher identified the sentence of conversation based on 3 stages of hero journey related with Campbell's theory.
6. The researcher collected the data.
7. The researcher typed the data.

3.4. Method of Analyzing Data

According to (Creswell, 2013), "it is easy to support and embrace the perspectives of participants in a study." This is "picking sides" in qualitative research, meaning that only outcomes that present the participants in a positive light are discussed. It is clear from the statement that the researcher only examines information related to the goal of the thesis.

The researcher demonstrates the data analysis process. The novel was read in order to identify the element of fiction. The researcher analyzed the intrinsic elements of fiction elements which are plot, setting, point of view, theme and characters. The second step, the researcher analyzed the extrinsic elements of the novel which were correlated with the novel's intrinsic elements. The researcher then gathers it. Data is then typed by the researcher. In the end, the researcher is analyzing the data using the hero's journey hypothesis.

3.5. Method of Presenting Research Result

The researcher utilizes a qualitative descriptive method to report the findings of the study once the data have been evaluated. Researchers must give a true account of the information when interpreting data, according to Creswell (2014) Using one or more of the validation procedures to verify the accuracy of the data with participants or across other data sources is one possible method in qualitative research. The researcher will provide the findings in this study in a qualitative manner. This indicates textual presentations will be used to provide the results analysis from this study.