

CHAPTER II

REVIEW OF LITERATURE

B.1 Theoretical Framework

B.1.1 Archetypal Approach

Archetypal is a branch of structuralism. Archetypal can be defined as the specific pattern from something which others are developed like symbol, image also recurrent pattern. According to Segal (1987):

Archetypes for Campbell seem biologically founded at his suggestion that they are innate. He addresses this topic most thoroughly in the volumes of *Masks of God*. Here he clarifies archetypes to mean not only ordinary themes of mythology, but elements which “stir emotions and propel behavior” (Segal, 1987:103).

The archetype is changed when it becomes conscious and is perceived. It becomes colored by the person in whose consciousness it appears. The archetypes appear in primitive and popular literature in particular or in other words, this kind of literature provides a clear view of archetypes. Joseph Campbell (1904 – 1987) was largely influenced by Jung. He saw the archetypes as universal themes and motifs of the human mind appearing in mythology, literature and dreams: “Dream is the personalized myth, myth is the depersonalized dream; both myth and dream are symbolic in the same general way of the dynamics of the psyche” (*The Hero 18*). Campbell focused mainly on the archetypal story of the hero’s journey, for which he started to use the term monomyth.

According to him, the standard mythological adventure follows the basic pattern of rites of passage (and vice versa), which is: departure, initiation and return. In each stage Campbell identified typical sequence of events and typical motifs (certainly not all of them occur in all the myths and stories).

Here, the Archetypal approach then applied to reveal the significance of archetypal pattern, within Percy's journey in Rick Riordan's novel *Percy Jackson the Lightning Thief* elaborated with the monomyth theory by Joseph Campbell.

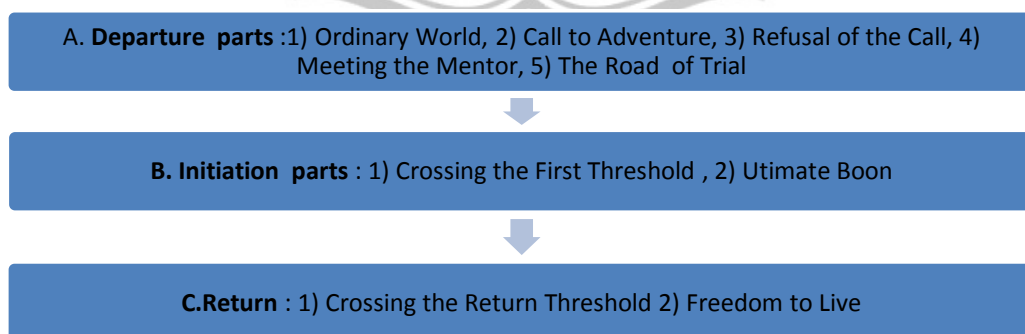
B.1.2 The Monomyth

As discussed above, Joseph Campbell focused mainly on tracing the archetypal hero's journey in various mythologies and establishing what the ordinary elements of the hero's journey were. The pattern that he found is cyclical: the hero leaves home, goes through a series of adventures and after achieving his goal returns home: departure, initiation, return. Campbell acknowledged that not every heroic myth followed this pattern and many of them enlarge upon one or more of the typical elements of the full cycle, or the characters or episodes can become mixed, or a single element can appear again and again in different shapes.

Joseph Campbell states about Monomyth in *the Hero With a Thousand Faces that*: “A hero ventures forth from the world of ordinary day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to give boons on his fellow man.” (Joseph Campbell, 1949:28)

It is stated that a hero or heroine is someone who has given his or her life to something bigger than oneself. To do this, he or she has to go on a journey. The journey requires a separation from the comfortable zone, known world, and an initiation into a new level of awareness, skill, and responsibility, and then a return home. Each stage of the journey must be passed successfully. If the hero refuses and turns back at any stage, he rejects the need to grow and mature of his own life. Joseph Campbell states that there are three major stages that a hero has to pass by.

The following illustrates the Archetype Pattern through the Monomyth's Stages by Joseph Campbell below:



Picture.1 Diagram of Monomyth Theory by Joseph Campbell

Based on the diagram above will be explained as below:

A. DEPARTURE

Departure is the first stage of the monomyth theory that explains the journey of hero. It consists of several parts those are:

1) Ordinary World: The Hero's home, the safe haven upon which the Special World and the Journey's outcome must be compared."The Journey begins in the Ordinary World, travels to the Special World, and returns to the Ordinary World.

2) Call to Adventure: The Call to Adventure sets the story rolling by disrupting the comfort of the Hero's Ordinary World, presenting a challenge or quest that must be undertaken.

3) Refusal of the Call: A Hero often refuses or is reluctant to take on the Journey because of fears and insecurities that have surfaced from the Call to Adventure. The Hero may not be willing to make changes, preferring the safe haven of the Ordinary World. This becomes an essential stage that communicates the risks involved in the Journey that lies ahead. Without risks and danger or the likelihood of failure, the audience will not be compelled to be a part of the Hero's Journey.

4) Meeting with the Mentor: The Hero meets a Mentor to gain confidence, insight, advice, training, or magical gifts to overcome the initial fears and face the Threshold of the adventure. The Mentor may be a physical person, or an object such as a map, a log book, or other writing.

5) Tests, Allies, and Enemies (Road of the Trial): Having crossed the threshold, the Hero faces Tests, encounters Allies, confronts Enemies, and learns the rules

of this Special World. The Hero needs to find out who can be trusted. Allies are earned, a Sidekick may join up, or an entire Hero Team forged. The Hero must prepare himself for the greater Ordeals yet to come and needs this stage to test his skills and powers, or perhaps seek further training from the Mentor. This Initiation into this Special World also tests the Hero's commitment to the Journey, and questions whether he can succeed.

B. INITIATION (SUPREME ORDEAL)

Initiation is the second stage of the monomyth theory that explains the journey of hero. It consists of several parts those are:

1) Crossing the First Threshold: Crossing the threshold signifies that the Hero has finally committed to the Journey. He is prepared to cross the gateway that separates the Ordinary World from the Special World.

2) Ultimate the Boon

In this stage the hero achieving the goal after the hero passing the challenges that the hero must be passed. The hero recuperation time it is like the reward for every effort and surrenders the hero made before.

C. RETURN (UNIFICATION)

Return is the third stage of the monomyth theory that explains the journey of hero. It consists of several parts those are:

1) Crossing the Return of the Threshold

The Hero must finally recommit to completing the Journey and accept the crossing the return of the threshold to the Ordinary World. A Hero's success in the Special World may make it difficult to return. Like Crossing the Threshold, The Road Back needs an event that will push the Hero through the Threshold, back into the Ordinary World. The Event should re-establish the Central Dramatic Question, pushing the Hero to action and heightening the stakes. The Road Back may be a moment when the Hero must choose between the Journeys of a Higher Cause verses the personal Journey of the Heart.

2) Freedom to Live

After the hero has achieved the goal through the challenges, which he has been faced then the hero complimentary to live based on her or him desire to be lived in any place. The places between Ordinary world or Underworld and Percy can live with her mother in his ordinary world namely New York which is the human live or in under world that is Camp Half-Blood which is the settlement of the demigods survive in mortality.

Based on the explanation above, the researcher concludes that heroes are introduced in the Ordinary World, where they receive the Call to Adventure. They are reluctant at first or Refuse the Call, but are encouraged by a Mentor to Cross the First Threshold and enter the Special World, where they encounter Tests, Allies, and Enemies. Then when they have achieved the goal subsequently

they can have freedom to live and master two worlds and they are able to be freedom to live according to their longing.

B.1.2.1 The Eight Characters Archetype in Monomyth Theory

Based on the monomyth theory there are eight characters archetype which the first is Hero, she or he is the main protagonist or central character, whose main purpose is to split from the ordinary world and surrender him for the examination of the Journey to answer the challenge, complete the quest and return the Ordinary World's stability. Then the Mentor, she or he is the character who gives the motivation, insights and training to help the hero. Besides that Threshold Guardians include of it these characters that protect the Special World and its secrets from the Hero, and give necessary tests to establish a Hero's promise and value. There are two characters those are the god and bad threshold guardian.

For the next character is Herald for these characters concern with the challenges and announce the coming of significant change. They can make their appearance differently anytime during a Journey, nevertheless frequently appear at the commencement of the Journey to proclaim a Call to Adventure. A character may use the Herald's mask to make a statement or decision, story an information flare, or simply deliver a meaning. After Herald there is Allies or sidekicks characters who role as protector or helper from the hero for solving the problem from enemies.

There is also The Shadow this character can characterize our darkest desires. For this character usually she or he uses the masks deceive to destroy or trap the hero. For the next are which the characters who often make the reader laugh because usually she or he doing something action strange and foolish. For the last one is the Shapeshifter this character's mask misleads the Hero by hiding her or his starting point characters and this character only pretend become a friend although she or he is an enemy for the hero.

B.2 Review of Related Literature

Archetypal theory is used in this research to analyze the plot narrative pattern in Rick Riordan's novel namely *Percy Jackson Lightning Thief*. This theory is used not only in this study but for the plot structure in literary work.

Hakim (2015) in his research entitled *An Analysis on the Monomyth through Rick Riordan's Percy Jackson the Lightning Thief* has analyzed Monomyth theory in *Percy Jackson Lightning Thief* based on the main character. He found three stages namely Departure, Initiation and Return in monomyth theory nevertheless for the parts of each stage are different. In his work structure monomyth through that way from first stage is Separation consist of three parts those are the common world, the call to adventure and refusal of the quest. The second stage is Initiation consist of five parts those are crossing the first threshold, meeting the mentor, road of trials, test and the supreme ordeal and ultimate boon. The last stage is Return consist of crossing the return threshold

and master of two world. From those parts analyzing of the characters and the actions in Percy's journey still need to be analyzed deeper.

Putri (2014) in her research entitled *Perseus'Percy Jackson: The Reinvention of Mythological Characters in Rick Riordan's Percy Jackson The Lightning Thief*. For her work she used monomyth theory to analyze seven characters archetype in *Percy Jackson the Lightning Thief*. In her analysis she must be more detail in analyzing the characters archetype concern with her work. It happens because there are characters in *Percy Jackson the Lightning Thief* related with her research that has not mentioned.

This research analyze about Percy Jackson journey by passing three stages namely departure the first step consist of ordinary world, call to adventure, refusal of the call, meeting the mentor, Tests, Allies, and Enemies (the road of trial). The second step is initiation consist of crossing the first threshold and the ultimate boon. Then the last step is return consist of crossing the return threshold and freedom to live through theory monomyth by Joseph Campbell. From those stages are for knowing the significance archetypal pattern that appears through Percy's journey which sets the characters archetype in this analysis in more detail.

From those researchers above, they give much information concerning understanding to apply monomyth theory. This research focuses knowing the significance of archetypal pattern throughout monomyth theory within Percy's journey in Rick Riordan's novel *Percy Jackson the Lightning Thief*.