

CHAPTER I

INTRODUCTION

This chapter consists of five subchapters. Those are background of the study, research question, objective of the study, significance of the study, scope and limitation of the study. Every subchapter is explained below

1.1 Background of the Study

The world of literary works is created to reflect the real world, it takes the structure and elements of the primary world to craft immersive world (Bressler, 2011, p. 13). One of the elements is the characters. Bressler (2011, p. 14) further argues that the characters of a story are mostly human, describing and detailing a variety of human experiences, not stating facts or bits and pieces of information. By doing so, literature bring human values, emotion, actions, and ideas through the form of story. Characters are interpreted by readers as possessing certain moral, intellectual, and emotional traits (Abrams and Harpham, 2012, p. 46). Characters with difference personalities within the narratives are essential elements of a fiction. According to Kuiper (2012, p. 6), the existence of fiction fundamentally depends on the presence of characters. In most novels, characters are typically human.

Human created stories are universal, meaning that people across the world have their own tales. As stated by Guerin et al. (2005, p. 184), each culture has its own unique version of storytelling, reflected in its legends, folklore, and ideologies. However, similar themes or patterns appear in many different storytelling across cultures far apart in time and space. The recurring themes or patterns are what known as archetypes. As stated by Wheelwright (1964, p. 111), archetypes have the same or similar meanings in cultures that are far apart in time and space, making it improbable that there is any historical connection between them.

Gijo & George (2021, p. 55) states that archetypes are contents of the collective unconscious. Jung (1969, p. 42) explains that human have three parts of psyche, consciousness, personal unconsciousness, and collective unconsciousness. The concept of archetypes is indispensable linked to the collective unconscious, the idea that all humans share a universal, inherited set of memories, ideas, and images.

Pearson (1986, p. 14) states that she employs Carl Gustav Jung and James Hillman's theory of archetypes, Joseph Campbell's Hero's Journey, and work of Eric Butterworth to develop her concept of the archetypes which consists of six archetypes. Afterward, Pearson (1991) expands her concept of archetypes into twelve archetypes, The Innocent, The Orphan, The Warrior, The Caregiver, The Seeker, The Lover, The Destroyer, The Creator, The Ruler, The Magician, The Sage, and The Fool. Each of these archetypes has its own shadow side. These archetypes serve as symbolic patterns that help individuals understand their personal development for transformation (Pearson, 1991, pp. 21-22).

One example of archetypes in contemporary literature can be found in a novel released in 2022, *Ruination*, written by Australian writer, Anthony Reynolds. Reynolds is known for his extensive work in fantasy fiction, having written numerous novels and audio dramas across various media. He also led the world-building team at a game development company, where he helped craft the backstories of many characters (Reynolds, 2022, p. 336). *Ruination* is particularly notable because it is set in the narrative of a popular video game *League of Legends* into a novel format, transforming interactive experience into a literary experience. This process is known as novelization. It involves adapting narratives from visual or interactive formats, such as films or video games, into written form (Soumeiya, 2023, p. 225). It allows for deeper exploration of characters, themes, and world building that may only be implicit in the original medium.

Ruination incorporates classical themes and tropes often found in tragedy. It follows the journey of a king and his loyal guard, ultimately leading to the tragic downfall of an entire civilization. At its core is Kalista, the loyal guard to King Viego, a king consumed by despair after the murder of his beloved wife, Isolde. Unable to accept his queen's death, Viego's love turns into an obsession as he learns of a hidden isle shrouded in myth, said to hold the power to surpass life and death. Kalista torn between her duty to the king and her fear of the king's madness that leads to tragic ending journey. Viego's actions unleash a catastrophic magical corruption, transforming the once-beautiful isle into a wasteland of darkness and

despair. *Ruination* is a powerful exploration of the fragility of human emotions, the danger of unrestrained ambition, and the harrowing cost of love.

Based on the background of the study above, this study analyzes *Ruination* by Anthony Reynolds, focusing on examining the archetype in the characters. It specifically look at the archetypes within the characters of the novel *Ruination* as the story of the novel draws upon classical themes and tropes that often found in tragedy. Additionally, the novel is based on a video game's universe which most of video games itself contains abundant characters with different personalities which might provide many examples of the archetypal patterns. Therefore, the study uses theory of archetypes to identify and understand the archetypes in the story.

In conducting this study, some previous studies are founded to help in constructing this study. The collected studies are intended to help the writer to set the foundation for this study and to fill any gaps in the related topic and literary work. Each collected previous study is looked at the archetypes in different ways and used different sources of data. By considering these studies, this study provides a better understanding of how the archetypes work in literature, especially in *Ruination*.

The First previous study was written by Diah Ahdiyah (2019) with the title *An Analysis of Archetypal Character in The Silver Dream by Neil Gaiman and Michel Reaves*, a thesis from Universitas Trunodjoyo Madura, the writer of the study examined the archetypes portrayed in the characters of *The Silver Dream* Novel. The Second previous study was written by Bety Setiyawati (2024) with the title *Count Dracula, Louis De Pointe Du Lac and Edward Cullen: The Archetypal Shift of Vampires Figures Across Three Eras of English Literature*, the writer of the study focused on examining the archetype, archetypal shift and the dominant archetype of vampire figures: Count Dracula, Louis de Pointe du Lac and Edward Cullen.. The third previous study by Santi Afrida Rahmawati (2024), titled *The Hero Archetype Analysis of the Main Character in A Study in Scarlet*, a journal article from the *English Language and Literature Journal* of Universitas Wijaya Putra. It analyzes the main character's archetype in *A Study in Scarlet* novel by examining their dialogue and the narrator's narration. The fourth previous study

written by Lailatul Fajariyah (2021) with the title *Archetypal Analysis on Rick Riordan's The Heroes of Olympus: The Mark of Athena*, a thesis from Universitas Islam Negeri Sunan Ampel Surabaya, the writer of the study aims to analyze the archetypes in the main character of the novel. The fifth previous study written by Ahmad Zulfikar Aziz (2023) with the title *The Archetype Analysis of Marisol Character in a Man Called Otto*, a thesis from Universitas Fajar Makassar, and the writer aims to analyze the archetypes in character Marisol in *A Man Called Otto* movie.

Any previous studies that use *Ruination* as the source of data cannot be found, consequently the writer only found previous studies that examined archetypes in different works of literature. Additionally, this study differs from the previous studies; this study employs Carol S Pearson's theory of archetypes to identify the archetype depicted in the characters. As the novelty, this study analyses on how conflicts influence the characters' archetypes.

1.2 Research Question

Based on the Background of the study described above, it is developed some research question below.

- 1) What are the archetypes depicted in the characters of Anthony Reynolds' *Ruination*?
- 2) How do conflicts influence on the characters' archetypes?

1.3 Objective of the Study

- 1) To describe the archetypes depicted in the characters of Anthony Reynolds' *Ruination*
- 2) To describe how conflicts influence on the characters' archetypes

1.4 Significance of the Study

Theoretically, by delving into the presence of archetypes in modern literature, the study seeks to support theoretical knowledge within the field of literary studies, particularly concerning the use of archetypes in modern works of literature. The results of this research are expected to contribute to the exploration of literary genres, give new insights into how archetypes shape the narrative.

Practically, it is expected that this study serves as a valuable resource for both researchers and readers. For future researchers, it provides a foundation for conducting studies related to archetypes in literary works and encourage future researchers to build upon the findings and further investigation on archetypes in various literary contexts. For readers, this study is intended to deepen their understanding of how archetypes function in novels and other fictional works.

1.5 Scope and Limitation

This study explores the archetypes in the characters of Anthony Reynolds' *Ruination* to understand how these universal patterns shape the story. By applying Carol S Pearson theory of archetypes and supported by conflict theory by Robert Stanton, the study examine the archetypes that depicted in the characters and conflicts' influence toward the characters' archetypes. However, this study has limitation. This study relies only on textual evidence from the novel, including characters utterances and the narrator's narration.