

CHAPTER I

INTRODUCTION

The first chapter will introduce background of the research, statement of problems, research objectives, the significance of research, clarification of key term, and organization of writing.

1.1 Background of The Research

Mentioned by the *Oxford English Dictionary* (in Bennett & Royle, 2004, p. 85) that “specifically of literature and art, thus also of a writer or artist: inventive, imaginative, exhibiting imagination as well as intellect, and thus differentiated from the merely critical, ‘academic’, journalistic, professional, mechanical, etc., in literary or artistic production.” Literature is a whole body of the written text, but it also can be defined as a creative writing developed by the author to express their ideas and imaginations throughout creative text delivered to the readers. In the effort to produce a creative writing, it can’t be separated from the history of the literary term and the close bond of literary criticism and theory.

One of the creative writing attributes is graphic novel. According to Baetens (2008, p. 7) “graphic novel is the possible tension between the style of the drawings and that of the text.” In the visual aspect, a graphic novel included as the sequential art with the interdependence image and text. The narrative point of view of graphic novel has more serious literary and mature elements than the other field has. It makes graphic novel is unsuitable for a young reader—at least it’s still can be understandable for adolescence—because the literacy elements in the graphic novel

are complicated to be absorbed. The vast mesmerizing of a graphic novel comes from its visual and narrative aspect, then how these elements can be produced nicely? A Great publisher is the one behind the success of graphic novels in the uprising of this popular culture era. One of the biggest comic publishers is Marvel. Marvel Comic world is mostly known as Marvel Universe, there are hundreds of superhero character, but there are only two characters that becomes the interest in this research, they are Spider-Man and Deadpool.

According to Schirova (in Putri, 2016, p. 3) “state that in most modern fiction, however, the leading character is much more ordinary. Such a character is sometimes called the antihero, not because he opposes the hero, but because he is not like a hero in stature or perfection.” The character of Spider-Man and Deadpool are like two sides of the same coin. It means, both of them have some similarities, but on the other hand, they have different character qualities. Spider-Man and Deadpool at least have similarity in the matter of outfit and sense of humor, but the real interest of them is their bias team-up idea of the heroic character’s theme. In the *Spider-Man/Deadpool* Marvel graphic novel, two different types of hero will meet and team up for a grand adventure story.



Figure 1 Spider-Man/Deadpool pg.16

Peter Parker (Spider-Man) was bitten by an irradiated spider, granting him amazing abilities, including the proportional speed, strength and, agility of a spider, as well as adhesive fingertips and toes. After learning that with great power, there must also come great responsibility, he became the world's greatest superhero. Meanwhile, Wade Wilson (Deadpool) was chosen for a top-secret government program that gave him a healing factor that allowed him to heal from any wound. Despite earning a small fortune as a gun for hire, Wade becomes the world's most beloved hero and the star of the world's greatest comic magazine. Call him the "merc with the mouth", call him "the regeneratin' degenerate" (Kelly & McGuinness, 2016, p. 2).

The Hero's Archetype according to Vogler (2007, p. 29) "The critical point of a hero is the sacrifice, this sacrifice manifested in many of the forms. The self-sacrifice here isn't only limited by act or his belonging but it also can be sort of sacrificing his own ego or self-identity." Based on that, there are needs to dive more deeply into the characteristic between the hero in order to find the similarity and distinction of those two unique characters. In order to do that, the researcher will mainly use Christopher Vogler book entitled *The Writer's Journey: Mythic Structure for Writers Third Edition* as the main source of theory. Focusing on quoting his Book One and Book Two. Book One is about mapping the journey, containing a practical guide, the archetypes, and the most common archetypes. Book Two is about the stages of the hero journey. Vogler theories will be supported by Carl G. Jung theory of Archetype in his book *The Archetypes and The Collective Unconscious*. The theory of the archetype was elaborated with the theory of hero

by Campbell (2004, p. 36) “hero is symbolical of that divine creative and redemptive image which is hidden within us all, only waiting to be known and rendered into life.” Recognizing archetypal characters in literature bring up some patterns unconsciously respond in similar ways to conscious some of heroic levels.

Meanwhile, this study uses several previous studies as a reference, ie:

- The Thesis of Cici Nurdina (2016) “Hero Journey in C.S Lewis’ The Chronicles of Narnia: Prince Caspian (The Return to Narnia) Novel”.
- The Thesis of Thalita Monica Rachman Putri (2016) “The Values of Heroism on The Main Character in James Dashner’s The Maze Runner.
- The thesis of Hayati Nufus (2016) “The Representation of Hero as Bearer of Truth in Assassins Creed Renaissance (A Comparative Study of The Game by Ubisoft and The Novel by Oliver Bowden)”.

The theses above becomes the researcher’s previous study, especially in helping researcher to understand the theories that will be used. These theses are based on the same issue about heroic archetypes in literature studies.

1.2 Statement of Problem

Spider-Man and Deadpool are some of many famous characters in the Marvel comic industries. The distinctive character of Spider-Man and Deadpool has become the interest in this research as commonly known both of them are superheroes. To know the characteristic quality of heroism in both of them can be formulated as the following problems:

1. How are Spider-Man and Deadpool characterized in *Spider-Man/Deadpool* Marvel graphic novel?
2. How do Hero's Journey form the heroic archetype of Spider-Man and Deadpool in *Spider-Man/Deadpool* Marvel graphic novel?
3. What kinds of hero's archetype found in *Spider-Man/Deadpool* Marvel graphic novel?

1.3 Research Objective

The purpose of this research are:

1. To describe Spider-Man and Deadpool characterized in *Spider-Man/Deadpool* Marvel graphic novel.
2. To explain Hero's Journey form the heroic archetype of Spider-Man and Deadpool in *Spider-Man/Deadpool* Marvel graphic novel.
3. To find out kinds of hero's archetype found in *Spider-Man/Deadpool* Marvel graphic novel.

1.4 Research Significance

The significance of the research divided into two kinds of significances, namely practical significance, and theoretical significance. Practically, the researcher hope that this study is useful for the next researcher as a reference to help them in comprehending the literary works. Moreover, theoretically, this research is being a new challenge to explore and improve the comprehension of literary studies, especially related to the hero's archetype in the graphic novel.

1.5 Clarification of Key Term

This research contain some theories that related to the problem. These theories have some terms that needs to be understand before the researcher can step up to working the research. The following term can be seen below:

1.5.1 Graphic novel as literature

The graphic novel according to Hammond (2009, p. 5) “as an emerging new literature of our times.” Graphic novel creates a new medium for literacy because it fuses art and text, the visual and the verbal. Both the art and the text must be read. Due to the new information technologies and the complex multi literacies required by the technologies, literacy is reinventing itself. The scholar of what is termed “New Literacy Studies” point out a need to expand our concept of literacy and text to move beyond reading and writing print on a page.

1.5.2 Hero’s Archetype

Chatterji (in Nufus, 2016, p. 6) said “hero is someone who has been a power, strength, clever, goodness and saved the week people from the crime.” The heroic character or generally represented as the protagonist is a symbol of a person who experienced the upside-down of a story which has certain qualities and flaws.

1.5.3 Archetype

According to Vogler (in Nurdina, 2016, p. 25) that “the concept of the archetype is an indispensable tool for understanding the purpose or function of characters in a story.” Archetype is a pattern to understand

the function of the character in a story. Archetype doesn't exist in itself, but archetype supports the main character and minor characters who presented the individual on what they thought about their experience. In addition Vogler (2007, p. 26) "the archetype that occur most frequently in stories, and that seem to be the most useful for the writer to understand, are: Hero, Mentor, Threshold Guardian, Herald Shapeshifter, Shadow, Ally, Trickster."

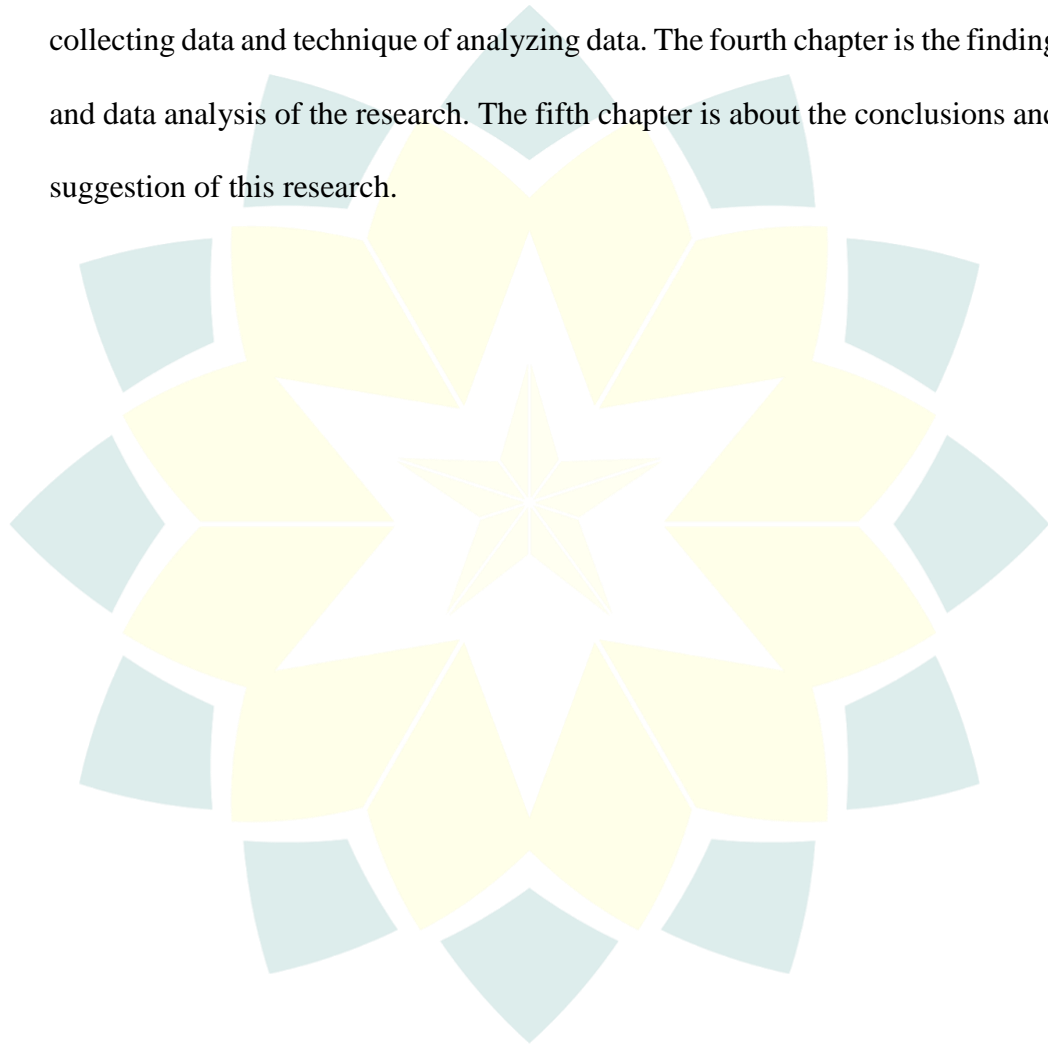
1.5.4 Varieties of Hero Archetypes

The variety of hero archetype has many variations according to Vogler (2007, p. 34) "which including willing and unwilling Heroes, group-oriented and loner Heroes, Anti-Heroes, tragic Heroes, and catalyst Heroes." Like all other archetypes, the Hero is a flexible concept that can express many kinds of energy. Heroes may combine with other archetypes to produce hybrid like Trickster Hero, or they may temporarily wear the mask of another archetype, becoming a Shapeshifter, a Mentor to someone else or even a Shadow.

1.6 Organization of Writing

The organization of this research contains of five chapters. The first chapter will cover up the background, statement of the problem, research objective, research significance, clarification of key term, and organization of writing. The second chapter will describing the theoretical interpretation related to the graphic novel as literature, hero archetype, especially varieties of hero character and hero's journey. The third chapter is method research which

consists of research design, sample of data, source of data, technique of collecting data and technique of analyzing data. The fourth chapter is the finding and data analysis of the research. The fifth chapter is about the conclusions and suggestion of this research.



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