

CHAPTER I

INTRODUCTION

This chapter consists of general description of the paper. Those are background of research, research question, research objective, research significance, and definition of key terms as a part of introduction in this chapter.

1.1 Background of Research

One of the pleasant ways to spend free time is by playing game. Game is considered as one of the most effective stress-killer long before the appearance of video game. As Salen and Zimmerman said that game is not only a system in which players engage in a conflict, game also defined by rules that results in a definitive outcome (Salen and Zimmerman, 2004:11). The definitive outcome itself is the goals of playing game as one can define that a good game is the game that has unique system to reach the outcome.

However, the uniqueness of the game system is not the only thing that can be considered as a factor to decide whether the game is good or bad especially in video game. The lore or the story of the game is also something to be reckoned with which is why among tons of Real-Time Strategy (RTS) games, Warcraft appear to be one of the most succesful strategy game. *Warcraft III: Reign of Chaos* and its expansion pack *Warcraft III: The Frozen Throne* is released in July 2002 and July 2003 respectively. These games topped sales charts and get an awards for *Editor's Choice of The Year*, *Strategy Game of The Year*, *Game of The Year*, and other awards from numerous publications (Golden, 2009:211).

Based on the writer's personal experience, playing both of Warcraft game is not only enjoyable but also challenging and make the player very curious about the continuation of the game story. The reason why Warcraft was very succesful is due to the effort from the producer of the game to make an interesting lore or in-game story. Thus, Blizzard Entertainment as the producer of the game decided to make the literary adaptation from the lore of the game into a novel. Christie Golden decided to accept the duty as the one whom adapted both of *Warcraft III: Reign of*

Chaos and Warcraft III: The Frozen Throne into a novel and one of the adapted novel is *World of Warcraft: Arthas, Rise of The Lich King*.

The one that stands out from Christie Golden's adapted novel is how she makes it all one dimensional point of view which is different from how the game story goes on. Hence, all of the story is centered in only one main character—Arthas. Christie Golden's *World of Warcraft: Arthas, Rise of The Lich King* is categorized as a fiction and all of the characters in it are created through imagination. Despite created through imagination the character is as close as possible to real human beings. Arthas is the main character of the story and the character which fitted as a realistic character with rational traits.

Reader and Woods stated that all of the characters in a good novel is interesting, consistent, convincing, complex, and realistic and if the author has created a realistic character with rational traits and nature—then the readers will like it regardless they love it or not (Reader and Woods in Aziez and Hasim, 2010:61). This is the particular reason why the characteristic of Arthas is stand-out among all other aspects from *World of Warcraft: Arthas, Rise of The Lich King* novel. The author of the said adapted novel—Christie Golden—was not just making his novel one-dimensional point of view from the main character but also from the fact she made Arthas as if he is a real human being.

The story of Arthas itself from the novel and also from the game is a tragic one. The downfall of Crown Prince into madness is the main plot of the novel. He was raised in Menethil's royal family. As a descendant of the king, he was being directed and trained as a Paladin. Paladin itself is a holy knight who serves the light. However, at the end of the novel the main character has completely changed his personality. From a straight iron-willed prince who protects the light into a devilish cold-blooded Lich King who serves only the darkness. Arthas has changed his personality from being the protagonist of the story into being an antagonist of the story.

Self-destructive behavior by Arthas led him into the doom of his kingdom. According to Freud in Orbach (2007:266) self-destructive process culminate in

depression and suicide. Both of these processes are rooted in pathological mourning and the anger toward the lost person is turned inward and takes on the form of self-punishment. The pathological mourning which has its origin in an ambivalent love-hate relationship shaped the self-destructive process in Arthas. However, in Arthas case the life that he wanted to take is not himself but his former self. Driven by the anger toward the lost person is turned inwards and make him punish himself through reckless and disgraceful act.

The anger and self-destructive process which Arthas had is the outcome of losing his motivation to live his life as a Paladin and resorted to vengeance. Maslow (1970:35-58) implies there is hierarchy of needs that shape human motivation. The hierarchy of needs is as follows: physiological, safety, love/belonging, esteem, and self-actualization needs. Therefore, the moment Arthas do not fulfill at least one of the hierarchy of needs is the time he started grieving or trying harder to fulfill it which resulted in behavioural changes. The writer then decided to analyze all of the characteristic changes of Arthas through psychoanalytic approach.

The psychoanalytic approach as a main discussion of this research is also considered by the writer as something that is close to gaming world more than any approach. Referring to the writer's personal experience, there are several cases where someone playing games just to ignore his anxiety or just so they do not have to face another people due to the low self-esteem. There are also many cases in the writer's personal experience that people will be more violent inside a video-games chat just to raise his/her self-esteem and claim one is better than any other player through trash talking to another player. There are so many psychological phenomenon inside gaming world.

There are also three previous studies related to this research aside from the writer's personal experience. They consist of some information which will support this research particularly about the self-destruction. The first, conducted by Diani Mubarakah in 2014. The title of the study is *Self Destruction of Bartleby in Melville's Bartleby the Scrivener*. The purpose of this study was to describe the

self-destruction of Bartleby in Herman Melville's novel *Bartleby the Scrivener*. This study was using Freud's psyche structural model—*id*, *ego*, and *superego* theory. The result shows that Bartleby can not hold his *id* or desire and resulted in the self-destruction through aggressive behaviour towards other person.

The second, conducted by Giovanni Mario in 2013. The title of the study is *A Psychoanalysis on the Main Character and the Author of Sherlock Holmes: A Study in Scarlet*. The purpose of this study was to find out characteristics and the psychoanalysis of the main character from Sir Arthur Conan Doyle's novel *Sherlock Holmes: A Study in Scarlet* as well as to find the connection between the author and the novel itself. This study was using Freud's psyche structural model—*id*, *ego*, and *superego* theory. The result shows that there are selfish, perfectionist, and self-destructive characteristics of Sherlock Holmes and it has the similarity with the author of the novel Sir Arthur Conan Doyle.

The third, conducted by Nanang Prasetyo in 2009. The title of the study is *The Influence of Motivation Towards Behaviour Resulted in Griffin's Self-Destruction in H.G. Well's The Invisible Man*. The purpose of this study was to investigate the main character's characterization, the motivation behind his behaviour and choice which resulted in self-destruction of himself. This research was using Maslow's hierarchy of needs theory. The result shows that there are motivation behind any reckless behaviour from the main characters and it contributed into the self-destruction of himself.

Based on the explanation above, it is concluded that those previous studies have a different objectives with this research. This research aims both to investigate the ways on how the main character become self-destructive and the underlying factors which led into self-destructive behaviour while Mario's study (2013) and Mubarokah's study (2014) only focuses on the ways the main character become self-destructive and Prasetyo's study (2009) only focuses on the main factors which led the main character become self-destructive.

This research is using Sigmund Freud's Life and Death instinct theory which further supported by Karl Menninger's self-destructive theory—*the wish to kill, the wish to being killed, and the wish to die* which according to Orbach (2007:267) is also an extension of Freud's death instinct or death wish theory. Moreover, this research is also using Maslow's hierarchy of needs theory which is influenced by Prasetyo's (2009) study. Thus, in relation to the reason above the writer decided to choose the title Self-Destruction of The Main Character of Christie Golden's *World of Warcraft: Arthas, Rise of The Lich King*.

1.2 Statement of Problem

The main character in the novel *World of Warcraft: Arthas, Rise of The Lich King* is a crown-prince of Lordaeron Kingdom named Arthas. As a descendant of the king, he was being directed and trained as a Paladin. Paladin itself is a holy knight who serves the light. However, at the end of the novel the main character has completely changed his personality in an extreme fashion. From a straight iron-willed prince who protects the light into a devilish cold-blooded Lich King who serves only the darkness.

In response to this problem, our study proposes to investigate in what manner or fashion does the main character became self-destructive and the influential aspect which led to self-destruction of the main character. To guide this research, the writer formulates the problem into two questions as follows:

- a. How does the main character become self-destructive in the novel?
- b. What underlying factors that trigger the main character to commit self-destructive behavior?

1.3 Research Objective

The objectives of this research are as follows:

- a. Elaborating the indication of self-destruction on the main character.

- b. Describing any underlying factors which resulted in self-destruction process on the main character.

1.4 Research Significance

The results of this research are expected to contribute both theoretically and practically. Theoretically, this research can be a reference for literary studies and further scientific research in the field of English Literature particularly on the psychoanalytic research. Furthermore, the results of this researches are also expected to increase the popularity of psychoanalytic study in literature especially in English Literature Department in State Islamic University of Sunan Gunung Djati Bandung.

Practically, there are three contributions. The first is for the literary enthusiast. The results of this research are expected to give inputs and ideas to improve and raise the awareness of critical thinking about self-destructive behaviour. The second is for the Department of English Literature in Faculty of Adab and Humanities in State Islamic University of Sunan Gunung Djati Bandung. The results of this research can be a learning material as well as further knowledge about psychoanalysis research of the characters in literary works. The third is for the video game community. The results of this research is expected to change the negativity towards gaming community and how the public sees that playing video game can benefit someone in some ways.

1.5 Definition of Key Terms

In order to give the reader comprehension and avoid misunderstanding of the terms in this research, the researcher presents several definitions of key terms as follows:

1. **Video Game:** Video game is an electronic game that involves the interaction between user or player and the electronic medium such as computer, handphone, and console through two or three dimensional

graphics. Moreover, a game is not only a system in which players engage in a conflict, game also defined by rules that results in a definitive outcome (Salen and Zimmerman, 2004:11).

2. **Real-Time Strategy Game:** Real-Time Strategy (RTS) Game is a subgenre from strategy video games. In Real-Time Strategy Game, it is possible to create additional units and structures during the course of a game. This is generally limited by a requirement to expend in-game resources. This game is basically about map control, using resources to build military units and destroy the enemies base (Ince, 2006:40).
3. **Self-Destruction:** Self-destruction is an act which ruining own life. It can be the ruining of one's life or an aspect such as his/her health, happiness, career, or behavior. It also can be an act of suicide. Hence, self-destruction is viewed as a result of loss, ambivalent feelings, guilt, self-hate and inwardly turned aggression in order to reunite with the lost person (Freud in Orbach, 2007:268).
4. **Psychoanalysis:** Psychoanalysis is a set of psychological theories that rooted from Sigmund Freud ideas. The core idea at the center of psychoanalysis is the belief that all people possess unconscious thoughts, feelings, desires, and memories. It is a form literary criticism which uses some of the techniques of psychoanalysis in the interpretation of literature (Barry, 2002:96).
5. **Motivation:** Motivation is about the determinants of choice (direction), persistence and goal-directed behavior. The persistence is not just affecting part of human body but the individual as an integrated whole. It

means the whole individual is motivated rather than just a part of him (Maslow, 1970:19).

6. Character and characterization: Character is the person or actor that involved inside a story and characterization is how the character being written. Hence, basically character is the actor or subject in the story and characterization is the way the author depicted them through narration of the story (Priyatni, 2010:114).

7. Main Character : Main Character is the central or the spotlight character throughout the whole plot of the story. To decide the character is main character or not, Saad explained three ways to determine main characters that first, character which the most involved with the theme; second, character which the most connected to other characters; and third, character which the most considerable told story (Windiyati, 2005:30).

