

ABSTRACT

Selma Rosanti Aurini. 1155030246. *Hero's Archetypes in "Django Unchained" Movie Script by Quentin Tarantino*. An Undergraduate Thesis. English Department. Adab and Humanities Faculty. State Islamic University of Sunan Gunung Djati Bandung. Supervisors: 1. Dr. Pepi Siti Paturohmah, S.S., M.Pd; 2. Dr. Dadan Rusmana, M.Ag.

Keywords: Archetypes, Hero, Archetypes of the Hero Character, Archetypes of the Hero Journey

The focus of this research is hero's archetypes contained in "Django Unchained" movie script by Quentin Tarantino. The research question divided into; (1.) How the archetypes of the hero character are described in "Django Unchained" movie script by Quentin Tarantino?, (2.) How the archetypes of hero journey are portrayed in "Django Unchained" movie script by Quentin Tarantino?. The kind of this research is qualitative research while the method use is content analysis. For the archetypes of hero in "Django Unchained" movie script by Quentin Tarantino, the researcher find there are eight archetypes as Hourihan's theory. They are hero identity, the purpose of hero journey, the wilderness visited by hero, a series of difficulties, hero abilities, the hero achieves his goal, the hero returns home, and the hero is rewarded. Besides, there are also other archetypes come from Vogler, Jung, and Campbell to support Hourihan's theory. They argues that hero is someone who is willing twilling to sacrifice himself to help the others, the hero always prioritizes society's needs ahead of his personal needs, the source of hope, the hero is supposed to win against injustice, the purpose of the hero is to vanquish the darkness, save the maiden and save the world. While for archetypes of hero journey in "Django Unchained" movie script by Quentin Tarantino, the researcher find there are three group stages of archetypes as Campbell's theory. These stages are departure, initiation, and return.

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Kata Kunci: Arketipe, Pahlawan, Arketipe karakter Pahlawan, Arketipe Perjalanan Pahlawan

Fokus dari penelitian ini yaitu arketipe pahlawan yang terdapat dalam "Django Unchained" film skrip karya Quentin Tarantino. Rumusan masalah dalam penelitian dibagi menjadi dua yaitu; (1.) Bagaimana arketipe karakter pahlawan dijelaskan dalam "Django Unchained" film skrip karya Quentin Tarantino?, (2.) Bagaimana arketipe perjalanan pahlawan digambarkan dalam "Django Unchained" film skrip karya Quentin Tarantino?. Jenis penelitian ini merupakan penelitian kualitatif sedangkan metode yang digunakan adalah konten analisis. Hasil penelitian untuk arketipe karakter pahlawan dalam "Django Unchained" film skrip karya Quentin Tarantino, peneliti menemukan delapan arketipe seperti teori Hourihan. Arketipe tersebut adalah identitas pahlawan, tujuan dari perjalanan pahlawan, dunia baru yang dikunjungi pahlawan, serangkaian kesulitan, pahlawan mencapai tujuannya, pahlawan kembali ke dunianya, dan pahlawan mendapatkan hadiah. Selain itu, ada pula teori arketipe lain yang berasal dari Vogler, Jung, dan Campbell untuk mendukung teori hourihan. Mereka mengatakan bahwa pahlawan adalah orang yang mengorbankan dirinya untuk menolong orang lain, pahlawan selalu memprioritaskan kebutuhan bersama dibandingkan kebutuhan pribadinya, pahlawan adalah sumber pengharapan, pahlawan diharapkan dapat melawan ketidakadilan, tujuan dari pahlawan adalah untuk mengalahkan kejahatan, dan pahlawan menyelamatkan dunia. Sedangkan untuk arketipe perjalanan pahlawan dalam "Django Unchained" film skrip karya Quentin Tarantino, peneliti menemukan tiga kelompok tahapan arketipe yaitu keberangkatan, permulaan, dan kembali.