

# CHAPTER I

## INTRODUCTION

### 1.1 Background of the Study

*The Chronicles of Narnia: Prince Caspian* is a film adapted from one of the novels written by C.S. Lewis, based on *The Chronicles of Narnia*. *The Chronicles of Narnia* is a collection of seven fantasy novels including *The Magician's Nephew*, *The Lion, The Witch, and The Wardrobe*, *The Horse and His Boy*, *Prince Caspian: The Return to Narnia*, *The Voyage of the Dawn Treader*, *The Silver Chair*, and *The Last Battle*. Out of the seven novels, three have been adapted into movie. The first movie is *Narnia: The Lion, The Witch and The Wardrobe*, the second one is *Narnia: Prince of Caspian* and the last one is *Narnia: The Voyage of the Dawn Treader*.

Basically, both novel and movie versions of *The Chronicles of Narnia: Prince Caspian* tell about the adventure of four children who become the main characters in the fantasy world of magic, mythical creatures and even talking animals. This movie is rated for children because of the fantasy theme. However, adults could also enjoy it as well because of the complex characters and the spiritual meaning. This movie is about the Pevensie children: Peter, Susan, Edmund, and Lucy who lived during the World War II. They are sent to the countryside to avoid attacks and bombings. They live in a big historic house owned by a professor. One day, Lucy finds a wardrobe in which she finds a new world called Narnia, a world which is different from the ordinary one.

*The Chronicles of Narnia: Prince Caspian* depicts many magical things such as animals talking, trees that can dance, and medicine that can heal those who are wounded.

*The Chronicles of Narnia: Prince Caspian* is a story of the Pevensie children who return to Narnia a year after their first adventure but due to the time difference between Narnia and the real world, hundreds of years have already passed in Narnia. In Narnia, the leader of the Telmarines, Miraz who is in fact Caspian's uncle, wants to kill Caspian so that his son will become the heir of his throne. However, Caspian manages to escape to the forest while carrying the horn given by his teacher. When the Telmarines' soldiers catch him up, he blows up the horn. Consequently, the Pevensie children who are still in London at that time suddenly find themselves back to Narnia. In Narnia, the Pevensie children meet Prince Caspian and together with the help of the other Narnians, they try to reclaim Narnia from Miraz, and make Caspian a king.

In this paper, the writer aims to analyze the archetypal patterns undergone by the two main characters in *The Chronicles of Narnia: Prince Caspian* movie. They are Peter and Prince Caspian. The reason why the writer chooses to analyze Peter and Prince Caspian are because the main focus from this second movie are Peter and Prince Caspian and also both characters are the one who develop more than the other characters. Peter, the oldest of the Pevensie children, has a role as a father figure for his siblings. He is a natural leader, responsible, sincere, and kind. When the Pevensie children are in Narnia, Peter leads them on a mission to reclaim Narnia from the Telmarines. Prince Caspian is described as a dynamic character as he develops from a weak person after losing the guidance of his teacher to a confident person when he leads the Narnians to get their freedom.

In this paper, the writer used Carol Pearson's theory about the influence of archetypal patterns on human development. The focus of this study is on the development

of the main characters in *The Chronicles of Narnia: Prince Caspian*. In her book, Pearson says that in general human beings have the ability to deal with obstacles in order to achieve their goals, and by doing so they will get satisfaction. Pearson also explains that for an archetype to have a major influence in someone's life there must be some external reinforcement of the pattern that activates the pattern. Personal histories and culture usually influence the archetype that dominates someone's life (Pearson C. S., 1986). Six archetypes usually influence our life: the Innocent, Orphan, Wanderer, Warrior, Martyr, and Magician. In her book, Pearson (1986, p. 35) describes the sequence of archetypes. "The pattern begins with the complete trust of the Innocent, moves on to the yearning of safety from the Orphan, the sacrifice of the Martyr, the exploring of the Wanderer, the competition of the Warrior, and finally the feeling of wholeness of the Magician."

The writer chooses this topic because she wants to reveal the fact that archetypes are present in the lives of the main characters of *The Chronicles of Narnia: Prince Caspian*. Pearson (1986) claims that although the archetypes pattern cannot be noticed clearly, their influence is very important to determine the path someone should take. Pearson also argues that many people are still unaware of the influence of archetypes in their lives. In reality, every person's way of life relates to these archetypes. By realizing the existence of these archetypes, people know the extent of their journey is. The writer chooses to study a movie because a lot of people enjoy watching movie because of the various genres and also there are many aspects in the movie that can be analyzed, one of them is the characters. The writer chooses this movie because this movie is familiar and popular among adults and children. The plot is not complicated, and it has complex characters.

In this paper, the writer analyze the archetypal patterns of the main characters in *The Chronicles of Narnia: Prince Caspian* using Pearson's theory of the archetypal pattern. The writer analyze the first stage until the last stage of archetypal patterns undergone by Peter and Prince Caspian.

## **1.2 Field of the Study**

The field of the study is literature, especially movie.

## **1.3 Scope of the Study**

This study concentrates on *The Chronicles of Narnia: Prince Caspian*. The writer's analysis focuses on the archetypal patterns of Peter and Prince Caspian characters based on Pearson's six archetypes.

## **1.4 Problem Formulation**

What are the archetypal patterns experienced by Peter and Prince Caspian characters in *The Chronicles of Narnia: Prince Caspian*?

## **1.5 Objective of the Study**

The objective of the study is to describe the archetypal patterns experienced by Peter and Prince Caspian characters in *The Chronicles of Narnia: Prince Caspian*.

## **1.6 Significance of the Study**

The writer hopes that this paper can enrich the readers' understanding of archetypal patterns experienced by Prince Caspian and Peter in the movie *The Chronicles of Narnia: Prince Caspian*. This study is also expected to help the readers to know about the archetypes that may influence their life and hopefully help them to start their own

purpose in life. This archetypal theory can be applied to analyze the character development in other movies or novels.

### 1.7 Definition of Terms

Some terms need to be defined to provide a better understanding of the ideas discussed in this paper, such as:

1. Archetype

Archetype is essentially an unconscious content that is altered by becoming conscious and by being perceived, and it takes its color from the individual consciousness in which it happens to appear (Jung, 1959, p. 16).

2. Dominant archetype

Dominant archetype is one archetype, which has the biggest influence in somebody's life and can usually be recognized by their body language (Pearson C. S., 1986, p. 34).

3. Hero

A hero is usually seen as the good, the beautiful, the true, and thereby teach us culturally valued aspirations (Pearson C. S., 1986, p. 34).

4. Pattern

A reliable sample of traits, acts, tendencies or other observable characteristics of a person, group, or institution. (Merriam-Webster)