

CHAPTER ONE

INTRODUCTION

1.1 Background of Study

In etymology, archetype is combination of two ancient Greek words: *arche* (meaning, “first” or “original”) and *typos* (meaning, “model” or “type”). Archetypes are concept introduced by psychiatrist Carl Gustav Jung, who believes that archetypes as the models of people, behaviors, or personalities. Jung suggests that archetypes play a role in influencing human behavior. In Jungian psychology, the archetypes represent universal patterns and images that are part of the collective unconscious. The collective unconscious is part of the psyche served as a form of psychological inheritance that contains all of knowledge and experiences.

Archetypes appear cross-culturally as images, symbols, spiritual experiences of mystics of all religions, or the parallels in dreams, fantasies, mythologies, fairy tales, and literature. Jung identifies not only four major archetypes, but also believes there was no limitation of the number of archetypes that may exists. The four major archetypes are The Self, Anima and Animus, Shadow, Persona. The following numerous archetypes are The Father, The Mother, The Child, The Hero, The Wise Old Man, The Maiden, and The Trickster.

The Trickster is an archetype that surfaces in many cultural and religious stories. Each trickster has unique own culture, but all tricksters are bound by certain characteristics no matter what religion are. The trickster is often represented by a clown or a magician. The trickster's role generally is to hamper the hero's progress

and to make trouble. Trickster has many forms both human and animal. The best way to view a trickster is by identify its personality. “Hynes and Doty states that tricksters studied in two contexts: a specific historical context and within the context of general human expression.” (Hynes and Doty, 2009:34). From the quotation above, the researcher concludes that the trickster can be analyzed from mythological folklore and by seeing the character of human.

“Trickster is admired, loved, venerated for his merits and virtues; he is represented as thievish, deceitful, parricidal, shape-shifter, and cannibalistic. The malicious practical joker is deceived by just about anybody; the inventor of ingenious stratagems is presented as an idiot; the master of magical power is sometimes powerless to extricate himself from quandaries.” (Hynes and Doty 2009:67).

The quotation above implies that the description of trickster can be described as clown. Since, the trickster can be found in clown that has some tricks to deceive people. It informs that clown is very admired and loved by children or other people so they won't realize that they are tricked by the clown. Clown plays with sly jokes and malicious pranks. As the result, trickster has evil side. Those sides include in changing of any shape and introducing to kind of tortures such as murder, and eat people.

From the phenomenon of trickster is still exist until now, there are some literary works portray it into a novel, folklore, and also movie. This research entitled “*The Depiction of Trickster Archetype as seen in the Main Character in IT Movie*”. This research is going to deal with Pennywise character in the movie. *IT* is a movie adapted from its novel in 1986 by Stephen King tells about a scary dancing clown in the summer of 1989. Pennywise is a monstrous, demonic entity which has been preying on children in Derry town. Every 27 years, he comes out from

hibernation to abduct children and take them to sewer. He employs the clownish persona as bait for young children to attract them with jokes and offers them to visit his circus. Therefore, the writer assumes that trickster can be found through Pennywise as a scary dancing clown in this movie. In order to analyze this research, the writer uses archetypal approach to help the researcher in conducting this research. According to Carol Rupprecht (1985:1):

Archetypes are normative or typified story elements found in any literature, but they are most commonly encountered in mythology. Archetypes may find their way into narratives in the form of a typical character, story line, plot, imagery or themes and through their interconnectedness provide a platform for analysis. The study, of how and why these typified narrative elements correspondence between different literary works and transcend the limits of time and culture, is known as Archetypal.

From the quotation above, the writer concludes that the literary work can be analyzed by using archetypal approach inside the literary work, because based on Carol Rupprecht literary work can affect the readers archetypal through the story. Archetypal of literature derives from the often repeated observation that myths and universal literature stories contain well defined themes which appear every time and everywhere. The writer uses archetypal of literature as appropriate approach, because by using archetypal of literature, the writer can conduct and analyze the characterization issues which is trickster archetype on Pennywise character in *IT* movie.

This research is important, because it provides an analysis about trickster on Pennywise character in *IT* movie which makes this research different from other researches. It focuses on the description of trickster in *IT* movie. The writer is interested to discuss about trickster archetype in *IT* movie because the writer

found the trickster character on Pennywise as the main character. Commonly, clown brings happiness, joking, and as symbol of comedy that admired by children, but Pennywise is different clown. Pennywise breaks clown image to be scary and evil clown who wants to prey on children. Therefore, the writer hopes that this research can help those who want to analyze the same object.

1.2 Research Question

Based on the background of study, the writer formulates the problems formulation into: How is the depiction of trickster archetype as seen in Pennywise as the main character in *IT* movie?

1.3 Research Objective

According to the research question, the research objective of the study is: to describe the depiction of trickster archetype as seen in Pennywise as the main character in *IT* movie.

1.4 Uses of the Study

The uses of this research divided into two parts:

1.4.1 Theoretical Use

Theoretically, the use of this research provides some information for the readers about archetype of trickster toward literary study especially in analyzing a research. The writer expects this research able to enrich comprehension of the readers who are interested in discussing about trickster archetype in movie.

1.4.2 Practical Use

Practically, this research can assist other researchers especially students of S1 English Literature who want to conduct movie analysis. Besides, this research can attract people's attention toward the trickster archetype as seen in Pennywise as the main character in *IT* movie. Therefore, the appreciation from people toward the result of literary works can be reached.

1.5 Scope of the Study

Concerning about this research, to answer research problem the writer limits the analysis on the depiction of trickster archetype as seen in Pennywise as the main character of the movie based dialogues and screenshots in the movie entitled *IT* directed by Andy Muschietti.