

THE PORTRAYAL OF HEROISM IN THE ORSON SCOTT CARD'S NOVEL *ENDER'S GAME*

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ABSTRACT

This research discussed about the portrayal of heroism in the Orson Scott Card's novel *Ender's Game*, based on Joseph Campbell's hero's journey. This research has two objectives, the first is to reveal the journey of Ender to become a hero and the second is to reveal hero traits in Ender's character that appear during his journey. This study used qualitative approach. The subject of this study is novel by Orson Scott Card entitle *Ender's Game*. The data were some sentences and utterances showing the hero's Journey and hero traits. To obtain trustworthiness, the writer used triangulation technique. The writer found that the hero in his journey passed thirteen stages among seventeen stages of hero's Journey, namely Call to adventure, Refusal of the call, Supernatural aid, Crossing the first threshold, Belly of the whale, Road of trials, Meeting with the goddess, Atonement with Father, Apotheosis, Ultimate boon, Refusal of the call, Crossing the threshold, Master of the two worlds, and Freedom to live. Three stages were absent, Woman temptress, Magic flight, and Rescue from within. In every phase Ender as the main character showed traits that indicate he is a hero. He showed twelve hero traits, there are; Courage, Virtuosity, Sacrifice, Determination, Focus, Compassion, Perseverance, Dedicate, Honesty, Loyalty, Conviction, and Wisdom.

Keywords: hero, hero's journey, traits

ABSTRAK

Penelitian ini membahas tentang penggambaran kepahlawanan dalam novel *Ender's Game* karya Orson Scott Card. Terdapat dua objek penelitian, pertama mengungkapkan perjalanan Ender untuk menjadi seorang pahlawan, dan objek kedua mengungkapkan ciri-ciri pahlawan yang muncul pada karakter Ender dalam perjalanannya. Subjek dalam penelitian ini adalah novel karya Orson Scott Card yang berjudul *Ender's Game*. Data dalam penelitian ini adalah kalimat-kalimat dan ucapan yang menunjukkan "hero's Journey" dan ciri-ciri pahlawan. Untuk mendapatkan kepercayaan, penulis menggunakan teknik triangulasi. Penulis menemukan bahwa Ender sebagai pahlawan dalam perjalanannya melewati tiga belas tahap di antara tujuh belas tahap perjalanan pahlawan, yaitu Call to adventure, Refusal of the call, Supernatural aid, Crossing the first threshold, Belly of the whale, Road of trials, Meeting with the goddess, Atonement with Father, Apotheosis, Ultimate boon, Refusal of the call, Crossing the threshold, Master of the two worlds, and Freedom to live. Terdapat tiga tahap yang tidak muncul dalam novel, yaitu, Woman as temptress, Magic flight, and Rescue from within. Di setiap tahap Ender sebagai karakter utama

menunjukkan ciri-ciri yang menunjukkan bahwa dia adalah pahlawan. Dia menunjukkan dua belas ciri-ciri pahlawan, yaitu; Courage, Virtuosity, Sacrifice, Determination, Focus, Compassion, Perseverance, Dedicate, Honesty, Loyalty, Conviction, dan Wisdom.

Kata kunci: *pahlawan, perjalanan pahlawan, ciri-ciri*

A. INTRODUCTION

The hero's journey is an archetype story pattern, it is about improvement and transition a hero in the journey require. A separation a hero from common world into an initiation, encountered series of trial and determined the victory, and then a return back to home. This pattern introduced by Joseph Campbell in his book *The Hero with A Thousand Faces*.

Heroes' characters are famous character and became the idols or role model among children. According to Greydanus, children need a hero a symbol of courage and model of sacrifice. A hero in the story give education to children such as about moral values or for their imagination they can characterized the hero as a child or an adult. In society there is stereotype of hero such as the hero has muscular, big, strong, and an adult. But in Ender's Game novel the stereotype that hero has muscular, adult man, big, and strong cannot found. Ender's game is the story about the young soldier who saves the Earth from buggers. The writer interested to know how an innocent boy becomes a hero who saves Earth from the bugged attack.

The writer wanted to understand the pattern that may make Ender become a hero in that novel and the traits that appear during his journey which showed him as the hero. The aim of this research find the hero development of Ender's progressed in Ender's Game novel and the indicated of hero in Ender's character.

B. RELATED LITERATURE

1. Hero's Journey

Theory of hero's journey is developed by Joseph Campbell in his book *A Hero with A Thousand Faces*. The hero's journey is an archetype story pattern, it is divided into three phase; departure, initiation, and return.

a. Departure

The first stage is **Call to Adventure** in this stage the herald comes to hero. He gives announcement to hero that destiny has summoned the hero (Campbell 53). After get the call some hero does not directly receive the call. In that case, they will face **Refusal of the Call**. In this stage they confuse before start the journey, it because their memory, or people around them (Campbell 54). In the journey, hero has **Supernatural Aid** to give some information to hero. Supernatural aid in here is protective figure or mentors, it depends on the context of the hero faced (Campbell 63). After the hero receives the call they will face **Crossing the First Threshold**. This stage is the point where the hero actually crosses into the field of adventure, leaving the known limits of his or her world and venturing into an unknown and dangerous realm where the rules and limits are not known (Campbell 71). The last stage in departure phase is **Belly of Whale**, it is final separation the hero from known world into unknown world.

b. Initiation

After the hero passed the crossing the first threshold on departure phase, the hero faces series of test (Campbell 98), it is called **The Road of Trials**. Then the hero is **Meeting with the Goddess**. This stage represents when the hero experience a love of enormous power and significance (Campbell 109). During the journey the hero meets with material temptation to make him forget his purpose of his journey, this stage is called **Woman as Temptress** (Campbell 111). The next stage is **Atonement with Father**. This stage is the meeting with father resuscitated hero from his suffering, the meeting with father represents that the understanding and acceptance of his thought (Campbell 122). Then, the hero sacrifices him self to save people, it is called **Apotheosis** (Campbell 153). During the journey the hero has the achievement of the goal of the quest, this stage is called **The Ultimate Boon** (Campbell 168).

c. Return

The first stage the way back home is **Refusal of Return**; in this stage the hero is comfortable with the place where he now (Campbell 179). The next stage is **The Magic Flight**. It is when the hero gets the boon by force from divine, in order to make the return he has to escape (Campbell 182). When the hero escapes from the magic flight he get **Rescue from Without**, it is the help from outside forces (Campbell 192). The way back home, the hero faces **Crossing of Return threshold** stage, it is the second threshold. It is symbol of rebirth back into the real world (Campbell 202). Then the hero become the **Master of Two World**, it is his origin worlds and the worlds he belongs now (Campbell 212-213). The last stage is **Freedom to Live**, in here people finally life in normal without fear with enemies because they still have hero in their area.

2. Traits of Hero

There are twelve hero traits. **Courage**, a hero always overcomes his fears and any challenge head on. **Virtuosity** is the skill that usually hero has like extraordinary power or magic power, etc. **Sacrifice** is giving up something that is valuable you in order to help another. **Determination** is a positive emotional feeling that involves persevering towards a difficult goal in spite of obstacles. (Smith). Being **Focus** is also the foremost traits. The hero knows where he or she is going and has strong mission to help people. A true hero must have compassion. **Compassion** is when feeling empathy and thoughts include the desire to help. **Perseverance** is the quality that makes a hero special. Hero **dedicated** his or her self to their task to save people. **Honesty** is the basic of all their effort. Honesty helps hero to respect and lead his followers to the goal. The next trait is loyalty. **Loyalty** is faithfulness or a devotion to a person, country, group, or cause. A hero must have strong **Conviction** as their strong belief, because it is a set of immovable thought or beliefs. **Wisdom** is the last traits of hero, which a leader must have. A fool can lead a horde of beasts but not human beings set on a definite purpose.

C. METHOD

This research is discussing the journey of Ender to become a hero and the traits that indicated Ender as the hero. The focused in this study is Ender character and the plot of the story. The main source took from Orson Scott Card novel "Ender's Game". The method in

this study firstly uses data collection. The data were selected based on the purpose of the study. To get the data information and relevant to the research questions, the writer read the story more than once. Then the writer took a note about the phases, sentences, and paragraph or narrations of dialogue which related to the hero's journey or showing any indication of hero's journey.

After collecting the data, the writer analyzed the data based on the following steps. First is organizing and separating the data. In this step, the writer chose and classified data based on the selection of data whether they have correlation to the portrayal of hero. The next step is finding out the hero traits in Ender's character. The last step is drawing the conclusion and rechecking if the conclusion is appropriate enough to answer the questions, how does the main character undergo stages of hero development based on Joseph Campbell's concept and how does Ender's character portray a hero in Ender's Game novel.

D. FINDING AND DISCUSSION

1. Ender's Journey

In this finding the writer presents Ender's journey in the novel title Ender's Game, which is classified into three phase of hero's journey by Joseph Campbell. They are departure, initiation, and return.

a. Departure

Graff as the Herald came to Ender's house. He gave announcement to Ender and his family that Ender has passed the last test to join the Battle school. It depicts in the novel, "My name is Graff. Ender... I've come to invite you to enter the school" (Card 14). This quotation presents **Call to Adventure** come to Ender. After got the call Ender **Refusal of the call**, it was because Ender's bound with his family, he could not leave his Family. He did not want his brother, Peter hate him anymore, it is seen from his statement "... I want to. But..." (Card 15).

The **supernatural aid** gives help to the hero during his journey. Supernatural aid can be as the mentor, the guide, the helper or the herald. In Ender's Game novel, Graff is the herald, the guide, and the helper for Ender. He came to Ender's house to give announcement as the herald. As the guide, he isolated Ender from his friends, so Ender go it along and it made Ender's ability increase, and as the helper Graff determined Ender's training is not distracted, he hid the fact that Ender killed Stillson and Bonzo. The other supernatural aid is Mazer Rackman. He is Ender's mentor, he taught all his knowledge about Bugers to Ender, as depicts in Mazer's statement "... You will learn from me" (Card 185).

Graff as a herald tried to convinced Ender. After heard Graff explanation, Ender decided to **Crossing the first threshold**, he was ready to join the Battle School and got the train become a soldier. As the novel depicts "I don't want to go," said Ender, "but I will" (Card 19). After crossing the first threshold, Ender began his journey, he never thought he passed the test, and he will become a hero to save Earth. The last stage in this phase is **Belly of Whale**, it happened when Ender in the shuttle.

b. Initiation

When Ender entered the initiation phase, he faced many trials, this stage is called **the road of trial**. The first trial is Ender's classmates in Battle school. Graff isolated Ender from his classmates, it portrays from his statement in front of Launchy, Ender's classmates "There's only one boy on this launch with any brains at all" (Card 23). That statement made

his classmates hated him, because they thought Graff like Ender. Then, Ender transferred to Salamander army, it made his classmates' more hated him, they are jealous with Ender. The second trial is Bonzo. He is the commander of salamander army, he did not agree Ender transferred to his army. He and his soldier hate Ender, because they became joke among army group. Bonzo forbade Ender to practice together with his soldier, he forbade Ender to join his army to battle with another army group. Ender did what he can to pass his obstacle of the road of trial that he must be faced.

During his journey Ender in Road of trials he **Meeting with the goddess**. The goddess in this novel is Petra Arkanian. She is the one and only woman soldier in salamander army. She is the best shooter in her army. She became one and only Ender friend in salamander army. She is like Valentine, she protected Ender and helped Ender to know Ender's new tools. She also helped Ender to used his tools.

The next stage Ender is **atonement with father**, in this stage Ender frustrated and derived hope from Valentine, it illustrates in Graff conversation to Valentine "Valentine, will you help Ender?" This quotation explained that Ender frustrated in his train and Graff motivated Ender used Ender's love to Valentine. Graff asked Valentine wrote a letter to Ender. The Letter awaked Ender that all things around him were under I.F control, he knew Valentine letter is I.F order.

Ender frustrated, it makes him stuck in his journey, he entered the stage **apotheosis**. In this novel Ender did not death. But the authors described that Ender stuck during his train, he wanted to stop his train, he gave up, he could not continue the train. It depicts in Ender's statement "I don't care about the game anymore!" (Card 154). Game in here is the battle between army group and there is the rank to show the level of each army group. Ender tired following the instruction of the teacher, because his teacher was always change the rules and forced Ender to follow that rules, all the rules was harm to Ender.

After Ender faced apotheosis, the last stage at initiation phase is **the ultimate boon**. At this stage Ender faced his big enemy. He fought against buggers. During the war Ender got help from his old friends in battle school, they were Ender's boon. Ender wanted to win the war, it made him and his friends practiced hard, it depicts in narrative of author in novel "there were usually two battles a day now..." (Card 198). Ender also thought the new strategy that he can use in the war. They were practiced together until the war end.

c. Return

Ender could not back to Earth, it seen in Valentine's statement "Ender, you're never going back to Earth..." (Card 217). That quotation explained that Ender can not back to the Earth, it was because the government afraid that Ender used his popularity to get society respect and rebelled the government, this stage is **refusal of the return**. After heard the information from Valentine, Ender decided to stay in bugger's planet. Although like that all people at the Earth know Ender as the hero, it illustrates in narrative of the author in novel "... The world had memorized his face..." (Card 216). After the war, Ender dedicated his life to learn about the buggers from the relic of buggers and hope other people will love buggers like him. It signifies as **Master of the two worlds**. The last stage is **freedom to live**, in this stage the hero stayed in bugger's planet and became the governed in bugger's planet. When he found the queen of bugger inside the cocoon, he decided to start his new journey to found the new world for the buggers, this stage illustrates in Ender's statement "...I'll go world to world..." (Card 224).

2. Traits of Hero

During Ender's journey, he showed twelve hero traits. **Virtuosity** is the first trait that appear in Ender's game novel, it appeared in Supernatural Aid stage. The statement of Graff "to be half Peter and half Valentine" (Card 18) explained that Ender as a hero did not has extraordinary power, but he has gen as half Peter and half Valentne. Peter is Ender brother, he is a genius boy, but he has not feel sympathy to another, he is more dangerous than enemy. Valentine is Ender's sister, she is genius, but she is too meld to become a hero, she will endanger her soldier. Ender who is half Peter and half Valentine who can safe the Earth. He is genius, he has sympathy to another but not too meld. I F. believe Ender can bring the victory to human.

Ender showed his **courage** when he was crossing the first threshold. Ender fought with Stillson, the leader of the gang who bullying him. He did it to stop another bullying in the future, so he fought with Stillson in front of his classmates, as portrays in Ender's statement to Graff "... I wanted to win the next ones..." (Card 14). His acted to stop his friends to bullying him brought him passed the final test to join the Battle school. In Battle school he got bullying from another soldier, he never responded their mockery, Ender tried to prove that he is better than other soldier. Bonzo as the commander of Salamander army forbade Ender to practice together with his army, but it did not make Ender give up, he watched all his team practice and applied with his friends in launches group. Ender fought if the people use violence to him, he never allowed all kind of violence.

Ender **Sacrifice** him self to save his sister. The big reason Ender received the call is his love to Valentine, he did not want Valentine suffer, the author illustrates in novel by the monologue of Ender "... the only reason I'm here. Bugger won't shoot out Valentine's eye..." (Card 67). **Compassion** is the response to the suffering of the others that motivates a desire to help. During Ender trained with Mazer Rackhman as his Mentor, he found the weakness of the buggers. The weakness is the queen of the buggers, when the queen dead, the other buggers can do anything he will like zombie. This trait portrays in Ender's statement "So they didn't know what they were doing." (Card 189). Ender did not agree with the government who asked to kill as much as he can. After the war, Ender thought about what he did to the buggers, it made him felt guilty. Ender learned more about buggers from bugger's planet, and tried to write a book about the buggers so all people can love them, like Ender. Ender found the queen buggers in the cocoon, he decided to bring it, and tried to find another world for the buggers.

Ender's **Loyalty** showed when he transferred to Salamnder army. Although Ender transferred to Salamander army, it did not make Ender forget his friend in launchy group, it illustrates in novel "I hear you had some of your old Launchy group with you" (card 62). Ender always invited them to practice together. He shared what he saw in battle room and applied together, although he knew Bonzo will angry. Ender and his friends also made a new strategy and the technique that can use when they face the other army team in the future. Ender also asked his friend to stay away from him and wanted to stop their practiced, so their senior did not bullying them. But some his friends did not agree and still practiced with him.

Graff as Ender's guide in Ender journey always made Ender **Focus** during the train. Graff isolated Ender from his classmates to make Ender focused, it made Ender lonely, but Ender still has two friends. Ender always got bullying from the senior and still continues the train. He always remembered him self that he must hold on for the Valentine future. Memorized of Valentine made Ender motivated to do his train. Although Bonzo forbade Ender to practice together, he always watched his team practice and the way Bonzo trade his

army, it showed by Ender's monologue in novel "... I've learned all I'm ever going to learn from you..." (Card 68).

Perseverance is the quality make hero special. Ender spent his time to practice together or alone. He never passed his time to have fun, when Ender became a commander he spent his time in battle room to train his soldier and after that he trained alone, before he slept they also thought how made his soldier strongest than other soldier. The narrative of narrator portrays this trait "... Since becoming Commander, he never sleeps more than five hours a night..." (Card 124). This trait also seen when Ender was in Command school. He spent his break time to watch the original invasion video, from that video he learned the strategy of human and Buggers that ever use. In that video Ender found the weakness of the buggers.

Determination is having made a firm decision and being a resolved not to change it. When Ender got the call, he refused the call, but he taught the destiny of the Earth, especially about valentine, he changed his mind he decided to receive the call. It illustrates in quotation "I don't want to go" said Ender "But I will" (Card 19). **Conviction** is an unshakable belief in something without need for proof or evidence. The propaganda video of invasion II always plays every year, as illustrates in novel "...the films of the Buggers that everyone had to see at least once a year..." (Card 18). In that video reveal how human soldier try to against the Buggers. That video is directly indoctrinating to every children that the buggers is a wicked creature. The effect of the video made all children hated the buggers, and wanted to become the soldier who kills the buggers. Ender has belief that the buggers are bad. He also has belief that the strong against weak, or the genius against stupid, because of that Ender always avoid uses violence, it remembered him like Peter.

Honesty helps a hero to respect and lead his follow to the goal. Graff came to Ender's house and asked about the truth of Stillson accident and the reason he fought with Stillson, as depicts in Ender's statement in novel "I had to take care of myself..." (Card 14). Ender did not deny that he fought with Stillson, he told the reason he fought with Stillson. Ender knew he will get the punishment because what he did. During the practiced Ender's friends knew about Ender. They all believed Ender, in the war they never asked all Ender's instruction, or why he did it. Ender **Dedicated** his life to get train from the I. F. and become a hero. After the war, Ender lived in Buggers planet, he became a judge, it depicts in narrative of narrator in novel "They were governed by a council now... was in fact only a judge" (Card 220). The guilty made Ender spent his time to learned about Buggers, the history of Buggers, the government, etc. Ender learned it from relics in their planet. Ender wrote a book about the buggers, he hoped other people will love the buggers like him. Ender found the cocoon of buggers, he decided to bring it and started another journey.

Wisdom is the ability to think and act using knowledge, experience, and understanding, common sense and insight, this will avoid to take wrong doing. During the journey, Ender always took a look the condition and situation around him. Ender always watched out his enemy, it made him know the habit of his enemy and the step of his enemy will do. at the war Ender did not force his soldiers, he divided his soldier into two group, when one group at the war area, the other group will break, it made him always has fresh soldier in the war, it portrays in narrative of narrator "...Ender began rotating his squadron..., bringing in fresh and rested ones..." (Card 201). After the war Ender got news that he can not back to the Earth, he has prediction what happened if he back to the Earth. Ender also hid the queen cocoon of Buggers from the other people, because he knew the other society still hate the buggers. He afraid society will kill the queen.

E. CONCLUSION

This research focuses on Ender's character to become a hero and the traits that appear during his journey. The stages of Ender's journey are not regular like in Campbell's theory. There are some stages that appear in the middle of stages or the stage that precede another stage. Such as the stage Supernatural aid. In order to undergo a journey, the first stage is Call to adventure but in Ender's Game novel began with the stage Supernatural aid as the first stage. It was to explain the planned of hero's training. The crossing the first threshold stage preceded the call to adventure stage come to Ender. The stages of meeting the goddess and atonement with the father appear in the middle of stage road of trials. Master of two worlds also appears in the middle of stage freedom to live. There are three absence stages in this story, they are woman as temptress, the magic flight, rescue from without, and crossing of return threshold. Woman as temptress did not appear because Ender focused on his journey and Graff always watched him, give indirect direction to Ender. Whereas, the stages the magic flight, rescue from without, and crossing the threshold did not appear because Ender can not back to his ordinary world, he must stay in special world. During Ender's journey, his traits as a hero appears like courage, virtuosity, sacrifice, determination, focus, compassion, perseverance, dedicate, honesty, loyalty, conviction, and wisdom. But the dominant traits that appear in Ender's character is virtuosity.

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