

THE HERO'S JOURNEY OF ARTHUR CURRY CHARACTER IN *AQUAMAN* MOVIE

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ABSTRACT

This research purposes to find the hero's struggle and the hero's journey that appeared in Arthur's journey. In this research, the researcher analyzed one of the characters from the *Aquaman* movie. In specific, a character, named Arthur Curry, was analyzed through the hero's journey theory. The data were analyzed with the hero's struggle theory by George R. Goethals and Scott T. Allison, as a theory, and hero's journey theory by Joseph Campbell, as another theory. The data were generated from the actions and dialogues from movie script and Arthur's struggle through his journey to become a hero. In conclusion, the research revealed that Arthur experienced all three struggles that mentioned by Goethals and Allison, those are struggle for something with reason, struggle to fight their weakness, and struggle to face the very evil. It also matched ten stages from seventeen stages of hero's journey by Joseph Campbell and those are the call to adventure, refusal of the call, supernatural aid, the crossing of the first threshold, the belly of the whale, the road of trials, atonement with the father, apotheosis, the ultimate boon, and the crossing of the return threshold. The conclusion that can be drawn is that although there are several stages that Arthur did not go through, his struggle in the story can be considered as a hero's journey because he succeeded in achieving his goals.

Key words: Hero's journey, struggle, movie, stages.

ABSTRAK

Penelitian ini bertujuan untuk menemukan perjuangan pahlawan dan perjalanan pahlawan yang muncul dalam perjalanan kepahlawanan Arthur. Dalam penelitian ini, peneliti menganalisis salah satu karakter dari film Aquaman. Secara khusus, karakter, bernama Arthur Curry, dianalisis melalui teori perjalanan pahlawan. Data dianalisis dengan teori perjuangan pahlawan oleh George R. Goethals dan Scott T. Allison, sebagai teori, dan teori perjalanan pahlawan oleh Joseph Campbell, sebagai teori lainnya. Data tersebut diperoleh dari aksi, dan dialog dari naskah film serta perjuangan Arthur melalui perjalanannya untuk menjadi pahlawan. Kesimpulannya, penelitian ini mengungkapkan bahwa Arthur mengalami ketiga perjuangan yang disebutkan oleh Goethals dan Allison, yaitu rasa sakit dan kesulitan, kerentanan dan kelemahan, dan pertemuan jahat. Itu juga cocok dengan sepuluh tahap dari tujuh belas tahap perjalanan pahlawan oleh Joseph Campbell dan itu adalah panggilan untuk petualangan, penolakan panggilan, bantuan supernatural, penyeberangan

ambang pertama, perut paus, jalan cobaan, penebusan dengan ayah, pendewaan, anugerah tertinggi, dan penyeberangan ambang kembali. Kesimpulan yang dapat ditarik adalah walaupun ada beberapa tahapan yang tidak dilalui oleh Arthur namun perjuangannya di dalam cerita dapat dianggap sebagai perjalanan pahlawan karena dia berhasil mencapai tujuannya.

Kata kunci: *Perjalanan pahlawan, perjuangan, film, tahapan*

A. Introduction

Campbell introduced Monomyth, also known as hero's journey, as a literary archetype that explains the hero's journey through the stages of being a hero. Stories like Gilgamesh, Spiderman, Batman are examples because they have the requirements as heroes. In Moyer's *The Power of Myth* Campbell said that "the basic motive of the journey of a universal hero - leaving one condition and finding a source of life to bring you forward into richer or more mature conditions. It is clearly explained that in a myth a person who is willing to be a hero must push himself out of his comfort zone and face danger to achieve better conditions. A character named Arthur Curry is the main character in the *Aquaman* movie. This movie tells how Arthur's struggle and journey to become a hero to protect humans who live on the mainland from the attack of Atlantis. In his journey, Arthur experienced many struggles and stages to achieve this goal.

The researcher believes that Arthur's journey has the struggle and the stages become a hero, that is why the researcher presents two research questions that related to the main aim of this research. The first one is What are the struggles that Arthur Curry encountered in his hero's journey and the second one is What are the stages that Arthur Curry has to go through to become a hero. The purpose of these two questions are to describe the struggles that Arthur encounter in his hero's journey and to find out the stages that Arthur has to go through to become a hero. The significance of the research is divided into two main points, those are theoretically and practically. First, theoretically, this research is expected to provide a better understanding of the theory used by researcher in this study. Especially the researcher hopes that this research can help readers to understand more about the hero's journey theory by learning the examples of the analysis. Second, Practically this analysis can be the material for learning and reading about literature, especially the ones which concern on the hero's journey theory.

B. Theoretical Framework

This research is divided into several main points. It consists of literature and movie, character and characterization, hero's struggle, hero's journey. They hold every role that is needed in the story, and also each of the characters in the story has his/her own intention and destiny which is represented based on the author's ideas. Literature and movie are related to one another literature and

movie have been regarded as "modes of expression". This is a place where one's perception is combined with the desires or needs of a person to offer his own image, including his own world. It can be said that both literature and movie are places for writers to express themselves (Cassetti, 82). In the literature, there is also a communication called narration. Griffith says that narration is about telling a story, telling an event in time. The distinguishing narrative characteristic is the existence of a teller, a narrator. "Tellers" can be any media through which a story unfolds. Media can be in the form of pictures (movies, cartoons, paintings), body movements (dancing, pantomime), sounds (singing, musical instruments). Everything is the same, tell stories (39). Therefore, literature and movie are related to one another. The movie is a narrative medium that functions to communicate with the public by telling a story.

The second theory is character and characterization. Abrams says that the character can represent a man, woman, children, animals, plants, and others. They walk according to the rules that have been set. Characters are the persons represented in a dramatic or narrative work, who is interpreted by the reader as being endowed with particular moral, intellectual, and emotional qualities by inferences from what the persons say and their distinctive ways of saying it the dialogue and from what they do the action (33). Therefore, a character is a participant in a drama or narrative work that can be like a person or any form that is endowed with human abilities.

The third theory is hero's struggle, Struggle is a process carried out by humans to achieve a goal. Goethals and Allison said the struggle is an inevitable important part of human experience (210), this sentence explains that struggle has become a part of everyone's life and this is an inseparable thing. To achieve a dream, humans must overcome every impending challenge that comes close in a way and once they make every struggle they go through have an effect whether it makes humans wiser, smarter, or stronger always ends with some improvement in conditions that are better than previous. This increase helps humans achieve their dreams, there are so many struggles that humans must face to get goals depending on what their goals. According to Goethals, there are three types of struggle:

- a. **First**, struggle for something with reason. The story of the superhero's origin displays the conflict between human and human or human and other living creatures, or pain and revenge from the past, usually in the form of childhood trauma or things that drive the characteristics of the main character. Heroic status is given to those who overcome severe childhood setbacks and use it to serve the greater good" (211).
- b. **Second**, struggle to fight their weakness or Achilles heel that renders them vulnerable. Goethals said the vulnerability can be in the form of a destructive substance or emotion, and the superhero must overcome this chronic shortcoming to perform noble acts" (211). Furthermore, the form of weakness that appears in this type of struggle often in form of temptation. Goethals also adding such internal obstacles include lack of effort during struggle or failed moral conviction when faced with

temptation, the idea of struggles with temptation points to another aspect of heroism and hero narratives. Oftentimes, people become heroic by sacrificing their own selfish or personal interests for the greater good" (189).

- c. **Third**, struggle to face the very evil, cunning villains whom they must defeat" (Goethals and Allison, 211-212). The criteria that described villain "There may be a parallel implicit theory that heroes generally cause success and salvation, but that evil, ruin, chaos, destruction, and despair reflect the work of villains" (193).

The fourth theory is hero's journey, Hero's Journey is one of the literary theories related to heroes that is used in every superhero movie, an ordinary person who has the fate to change the world and descend to the underworld to face monsters and return as heroes. "A hero wanders from the everyday world into a world of supernatural wonders: extraordinary powers and decisive victories are found: heroes return from this mysterious adventure with the power to help others" (Campbell, 28). Campbell's said the hero's journey there are three parts, Departure, Initiation, and Return also seventeen subparts, Departure has 5 subparts, there are: The Call to Adventure, Refusal of the Call, Supernatural Aid, The Crossing of the First Threshold, The Belly of the Whale. Initiation has 6 subparts there are: The Road of Trials, The Meeting with the Goddess, Woman as the Temptress, Atonement with the Father, Apotheosis, The Ultimate Boon. Return has 6 subparts, there are: Refusal of the Return, The Magic Flight, Rescue from Without, The Crossing of the Return Threshold, Master of the Two Worlds, and Freedom to Live. As a roadmap to become a hero, Campbell explains three stages to become a hero.

C. Research Method

This research is included as qualitative research. According to Flick, the essential features of qualitative research are the correct choice of appropriate methods and theories, the recognition and analysis of different perspective, the researcher reflections on their research as part of the process of knowledge production; and the variety of approaches and methods (14). Based on the explanation above, qualitative research is described as research that is relevant to social relations, using the researcher's perspective with various approaches and methods, and then the result of the data presented by dialogue or script.

There were several steps the researcher did collecting the data of this study; The researcher collects the data by observation. Observation is the term of a process that enables the researcher to learn certain activities of the subjects or participants in order to gain some materials for the analysis. The observations of this research are carried out by watching the *Aquaman* movie and reading the movie scripts, then selecting data that has criteria based on the hero's struggle and the hero's journey theory.

D. Findings and Discussion

1. Arthur's Struggle

a. Struggle for Something with Reason

Usually, the struggle of the hero begins the form of something with a reason as conflict, pain, or revenge which also appears in the Aquaman movie. Conflict, pain, or revenge can be the reason for the person to start the struggle and determine the character's future. The examples of the struggle for something with reason are shown in the data below.

Karathen : You understand me?

Arthur : I do.

Karathen : No mortal has conversed with me since King Atlan.
Who are you?

Arthur : **I'm nobody. I came because I had no choice. I came to save my home and the people that I love. I came because the trident is their only hope. And that's not good enough... Then screw you.** (01.51.58)

From the data Arthur said that the reason came because he had no other way than to use the power of the trident so he could stop the war that was started by Atlantis, Arthur's words were a struggle for something with reason because he said clearly that he wanted to protect the people he loves and also protects his house so that there is no major damage caused by war, because the effects of war can cause pain around..

b. Struggle to Fight Their Weakness

Goethals and Allison explain about internal struggle happened inside the hero that causes a major impact, they said "These struggles can be against external obstacles, such as a collapsing mine or a Triple Crown-winning racehorse, or against internal obstacles, their's own weakness. Such internal obstacles include lack of effort during the struggle or failed moral conviction when faced with temptation" (188-189). The examples of struggle for fight their weakness are shown in the data below.

Arthur :We should turn back. We can still warn the surface.
Try and prepare them for what's coming.

Mera : Turn back?

Arthur : **Look, I learned from a young age not to show weakness. Okay? I solve my problems with my anger and my fists. I'm a blunt instrument, and I'm damn good at it. But I've done nothing but get my ass kicked this whole trip. I'm no leader. I'm not a king. I do not work or play well with others. And I can't let you die trying to turn me into something that I'm not.**

Mera : You think you're unworthy to lead because you're of two different worlds. But that is exactly why you are worthy. You are the bridge between land and sea.
(01.36.55)

From the data, Arthur explained that he was very difficult to regulate his emotions because he was accustomed since he was young to solve everything with violence. Arthur's words are a struggle for their weakness because here he recognizes his biggest weakness which is not being able to regulate his emotions.

c. **Struggle to Face the Very evil**

The last struggle which hero experiences around the journey to the unknown world are every hero encounters with mostly an enemy. The enemy which describes as the antagonist is the opposite of the hero as the protagonist, Abrams points out that "If the antagonist is evil, or capable of cruel and criminal actions, he or she is called the villain" (225). The examples of struggle for fight their weakness are shown in the data below.

Black Manta : I've waited a long time for this.
(BOTH GRUNTING)
(GROANS)

Arthur : **Am I supposed to know who you are?**

Black Manta : I scavenge the high seas. You're the Aquaman. We were bound to meet at some point. (00.17.40)

From the data, it shows that the pirate has been waiting for the time to meet with Aquaman or Arthur. It shows Arthur having to face the pirate leader to stop the piracy. The actions carried out by Arthur included in the struggle to face the very evil because he tried to stop submarine piracy, which crime is included in the category of criminal acts.

2. **Arthur's Stages**

a. Call to Adventure

This is the first part of the departure. At this stage, the hero gets his first call or invitation to become a hero. According to Campbell, the first stage of a hero's journey is a call to adventure but usually, the hero don't immediately accept it (53). The example of call to adventure is shown in the data below.

Mera : I've been looking for you.

Arthur : Oh, no, no, no...

Mera : I need you to come with me to Atlantis.

Arthur : **Listen, I'm gonna tell you the same thing that I told that rusty starfish Vulko. Except nicer, because you're a lady. No, thank you. I'm not interested.**

Mera : You defeated Steppenwolf and saved Atlantis.
Arthur : That had nothing to do with Atlantis.
Mera: Your half-brother King Orm is about to declare war upon the surface world. Billions will die. Your people and mine. We must stop him.
(00.30.45)

From the data, Arthur clearly rejects Mera's invitation to go with him to Atlantis because he feels that it has nothing to do with the problems that exist in Atlantis now. Arthur is shown here getting a call to adventure through the Invitations of Mera but Arthur refused the invitation because he still has no reason to go Atlantis with Mera.

b. **Refusal of the Call**

This is the second stage where Arthur rejects his fate to become a hero. A hero will refuse a perilous journey to consider his own safety, but after tragedy befalls him he will consider the invitation to adventure. According to Campbell, most myths also have a part where the hero rejects destiny, but then he changes his mind because he shares the adverse effects of something he rejects (54). The example of refusal of the call is shown in the data below.

Mera : This was Orm's doing. The worst is yet to come.
Arthur : **Just so we're clear, I'll help you stop this war. But then, I'm done.**
Mera : Maybe that's for the best. (00.36.49)

From the data, after Arthur saw the enormous damage caused by the attack from Atlantis he immediately changed his mind and wanted to help Mera stop his brother's actions. Here Arthur finally accepted Mera's invitation to go to Atlantis because he did not want any more victims due to the enormous attack. Arthur's actions are included in the refusal of the call because previously there was a refusal by Arthur but after he saw the impact if he continued to reject the invitation something bad would happen and could take its victims including those closest to him.

c. **Supernatural Aid**

At this stage, the hero prepares everything before his departure. Whether in practicing dexterity or preparing equipment that will be brought before he really left his life and venturing to a place he never knew. Campbell said that Heroes usually prepare long before adventures (63). The example of supernatural aid is shown in the data:

Arthur: So, what's with the big fork?
Vulko: It's a trident. Now, defend yourself.
Arthur: What the hell is this?
Vulko: **I'll teach you this move when you've mastered the trident.**
Arthur: It's not fair. This thing is so big and awkward. Why can't I use a sword?

Vulko: That's your mother's trident. A traditional weapon of royalty. You'll never be a king until you've mastered it. **(00.54.17)**

From the data, Vulko teaches Arthur to fight using the trident of a traditional Atlantis weapon used by the Atlantean royal family. Here Vulko wants Arthur to master the trident so that Arthur can later become a king. Here Arthur once again experiences Supernatural aid where he has been trained and prepared since childhood to become a king by Vulko.

d. **Crossing the First Threshold**

This stage is the beginning of departure. After leaving his previous life, the hero begins to get the task he has to do. Campbell said that this section explains how the heroes get the first assignment on their journey (72). The example of crossing of the first threshold is shown in the data below.

Vulko : One of our archeological teams uncovered this a few months ago. It's an ancient recording dating back to the First Dynasty. I believe it contains Atlan's final message to his people and the whereabouts of the Sacred Trident.

Arthur : So, what does it say?

Mera : We don't know. The technology's too old.

Vulko : **The cylinder bears the markings of the Deserter Kingdom. You must take it there and retrieve the message. The clue to Atlan's final resting place is inside of this.** (00.45.45)

From the data, Vulko explains to Arthur the way to prevent warfare is to look for the legendary trident used by Atlan's first king. The power stored in the trident is very strong and can be used to control the ocean, here Arthur gets his first assignment to follow instructions from ancient relics in order to find the treasure. The scene is included in the Crossing of the first threshold because here Arthur gets his first assignment on his journey.

e. **The Belly of the Whale**

This stage is the final stage of departure. Where at this stage the hero almost gets what he wants but apparently he fails to get it. Campbell mentions that "Heroes, instead of conquering or uniting the strength of a door, are swallowed into something unknown or meet the failure" (83). The example of the belly of the whale is shown in the data below.

Orm: I see. And how do you plan to stop the atrocities that the surface continues to commit? Because for a century, they have polluted our waters and poisoned our children. And now, their skies burn and our oceans boil. And you've come all this way to take sides against your own people?

Arthur: There are no sides in a war like this.

Orm: You have clearly chosen a side and come here to challenge the throne.

Arthur: **If that's what it takes to stop your war.**

Orm: Are you invoking the Combat of the Kings?

Arthur: Call it whatever you want. I call it an ass-whooping.

Orm: Well then, perhaps that's how we'll proceed. **(00.52.27)**

From the data, Arthur tries to challenge his brother to a duel so that he can immediately end the war. But here he did not know anything about the customs of Atlantis and tried to solve everything instantly by fighting. Arthur's actions included in the belly of the whale because here Arthur tried to achieve his goals quickly but did not think about the risk of the decision he had made.

f. **The Roads of Trials**

This is the first part of the initiation stage. At this stage shows the trials that must be passed by Arthur to achieve his goals. Campbell said This is a favorite phase of the myth adventure (89). The examples of the roads of trials are shown in the data below.

Mera : We'll go with you. We can fight it together.

Atlanna :No. It's too powerful. I've tried many times over the years. The creature will only allow the true king to pass. You're afraid?

Arthur : Yes.

Atlanna : **Good. You're ready.**

Mera : Atlantis has always had a king. Now, it needs something more.

Arthur : But what could be greater than a king?

Atlanna : **A hero. A king fights only for his nation. You... Fight for everyone.** **(01.48.06)**

From the data, Atlanna tells Arthur that he is ready to save the world as a hero. Here it is shown that the exam Arthur went through during his journey made him worthy of being called a hero. This scene is included in the roads of trials because Arthur is considered worthy of being a hero because what he is trying to fight for is all humans on land and at Atlantis.

g. **Atonement With the Father**

In this stage, hero will face his father figure to reconcile any relationship problem that they have. Father figure can be a visible creature, a powerful person, or a concept of a father that related to the hero which later they must redeem their conflict. According to Campbell, the hero will meet a father figure who will make himself more mature and ready to become a hero (135). In the Aquaman movie, the father's figure represents status as a legendary trident guardian monster,

Karathen. The example of atonement with the father is shown in the data:

Karathen: **You do not belong here. I have guarded the trident against false kings since the beginning. And for a thousand years I have seen the greatest champions try and fail. But never have I sensed one as unworthy as you. You dare come here with your tainted mongrel blood to claim Atlantis' greatest treasure?**

Half-breed. **(01.50.36)**

From the data, Karathen explains that it is he who guards the trident of those who want to use it for the wrong things. Arthur and Karathen's meeting is included in the initiation stage, which is the Atonement with the father because the father figure here is represented by Karathen who is the strongest monster in the ocean who is the guardian of King Atlan's trident. This meeting with Karathen was the beginning where Arthur would be recognized as king.

h. **Apotheosis**

The climax from the stage is started from this stage. In this stage, the hero found what is the reason for his journey. He understood everything that questioned him along the way of his journey. Also in this part of the climax, he even received a gift for what he had gone through during his journey. According to Campbell After several trials that the hero successfully completed, the hero will have new powers that may be equivalent to a god. After knowing that has the strength and in higher conditions than before, the hero is ready to take a step forward to complete the goals to be achieved (139). The example of apotheosis is shown in the data:

Karathen: **No man has ever freed the trident from Atlan's grip. Should he deem you unworthy... Well, I haven't feasted in eons, and I am famished.**

(GASPS)

(YELLING)

Karathen : The one true king! **(01.53.38)**

From the data, Karathen acknowledged Arthur that he was the true king because he managed to lift the trident. Here Arthur enters the stage of apotheosis because after successfully lifting the trident from king Atlan, he also gained a new power that is so great and can make him the ruler of the sea.

i. **The Ultimate Boon**

This is the last part of the initiation stage, where after achieving his goal the hero will get several prizes, whether in the form of a position or a new life that he never imagined. Campbell said "A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the

hero comes back from this mysterious adventure with the power to bestow boons on his fellow man "(28). The example of ultimate boon is shown in the data below:

Mera: **People of Atlantis, today began in bloodshed, but let it end in joy. I give you King Arthur of Atlantis. Hail to the king!** (Data 18)

King Nereus: Hail to the king!

ALL: Hail to the king!

(ATLANTEANS CHANTING)

Arthur: So, what do I do now?

Mera: Be their king. (02.09.26)

From the data, Mera tells that Arthur is a new king for Atlantis because in addition to having a trident from king Atlan he also defeated his brother and stopped his brother's ambition to start a war with humans living on land. This is included in the initiation stage, which is the ultimate boon because Arthur has succeeded in achieving his goal of stopping his brother's ambitions and get the prize after successfully stop the war.

j. **The Crossing of th Return Threshold**

This is the last part of the return stage of the hero's journey. Where after the hero successfully completes all tasks, and get a reward from the long journey. According to Campbell "The hero's journey out of the land we know into darkness; there he accomplishes his adventure, or again is simply lost to us, imprisoned, or in danger; and his return is described as a coming back out of that yonder zone" (201). The example of the crossing of the return threshold is shown in the data below:

Arthur Narration : **My father was a lighthouse keeper. My mother was a queen. They were never meant to meet... But their love saved the world.They made me what I am. A son of the land, and a king of the seas. I am the protector of the deep. I am... Aquaman (02.11.13)**

From the data, Arthur explained that he now lived in two lives as a man on land and king in Atlantis Arthur did not fully return to his usual life with his father, he led a new life that was different from before because he had the responsibility of being a ruler and protector in the ocean. From the above scene, it can be clearly seen that Arthur entered the stage of the crossing of the return threshold because he did not fully return to his previous life.

3. **Discussions**

This is a phase where the researcher discusses about the research. After identified the findings and connected to theories, the researcher found a conclusion. Turns out, Arthur as main character which also as an object of

research has a story of journey that covers all three types from hero's struggle theory and 10 stages from hero's journey theory.

In the theory of the hero's struggle, Arthur completes all points that consist of struggle for something with reason, struggle to fight their weakness, and struggle to face the very evil. The characterization theory was used all of the ways to explain the main character's personality such as speech, action, feeling, and response to actions. Meanwhile, in the theory of hero's journey, Arthur's journey only managed reached ten stages and did not able to fulfill the other seven. The other seven consist the meeting with the Goddess, Woman as the temptress, refusal of the return, the magical flight, rescue from without, master of two worlds, and freedom to live most of the stages which Arthur's journey did not founded in the *Aquaman* movie.

Departure, in this phase all stages match the story of Arthur's journey. At this stage, the hero starts his dangerous journey until he finds a point where he faces bitter things, such as exhaustion or death.

In initiation phase, Arthur's story in the *Aquaman* movie there are 2 stages that are not contained in it, namely the meeting with goddess and woman as the temptress.

The Meeting with the Goddess, Campbell said that on the way a hero will meet very strong creatures and help him to complete the problems in every journey. But in the *Aquaman* movie, the researcher does not find this stage in the hero's journey of Arthur.

Woman as the Temptress, At this stage, Campbell explained that in the journey of a hero there will always be temptations that make the hero turn around or stop on the path of the hero. In the *Aquaman* movie, the researcher do not find this stage in Arthur's journey.

The return, in this phase Arthur's story only matched with one stage and missing the other five. Those are; Refusal of the return, the magical flight, rescue from without, master of two worlds and Freedom to Live.

Refusal of the Return, in some myth, hero refuses to return to his ordinary life because the hero felt it is better to stay there since he has conquered the land. But in Arthur's journey he did not refuse to return, but he aimed to his duty after he earned the trident and save the world, he chose to start his new adventure as King of Atlantis.

The Magical Flight, after gain the ultimate boon the heroes in mythical story often fight their way back. They usually chase by the rest of enemies and in order to be saved from the horde, the hero requires help from their friend. In any kind of forms often in animal form or a person. In Arthur's journey, after he succeeded in defeating his brother and getting recognition as the king of all the people of Atlantis, no more enemies were chasing after Arthur because after the end of Arthur's fight against Orm the situation in Atlantis became peaceful again.

Rescue from Without, there are many ways in Campbell's theory how the hero escapes. In this stage the hero escape is different than before, here the hero rescued by the unknown source and this helper mostly is

unfamiliar to hero. But once again in Arthur's adventure, he did not need help from a friend because in the end Arthur could get out of the place and go stop his brother with the new power he got.

Master of Two Worlds, after gain the holy grail the hero returned to his ordinary life but with better conditions. By conquering the unknown land, the hero dominated the land even if he returns to his ordinary life he can also return to the unknown land that he conquered. But in Arthur's story he could not rule these two worlds because all he did was to make things peaceful by becoming king and leading Atlantis he could stop his brother's ambition to attack the land, so he could not fulfill the requirements of being a master of two worlds.

Freedom to Live, in the end, the hero lives his life with exceptional status. The goal that the hero achieved changes his life condition into a better than before. In the Aquaman movie, Arthur after getting his prize, he sees another challenge ahead, after successfully defeating his brother, he realizes that it only makes the world saved for now. Arthur still has a mission to do and will not stop as long as there are many crimes that occur.

E. Conclusion

Based on the findings and discussion, the conclusions of this study can finally be drawn accordingly to the questions and the aims of this study. The aims are to describe the struggle encountered by Arthur and to find out the stages of Arthur become a hero.

Based on the previous discussion of Arthur's struggle the researcher summed up that being a hero is not an easy task. This story of Arthur's journey can be concluded as a heroic story since most of struggles that mentioned by Goethals and Allison was completed, those are a struggle for something with reason, struggle to fight their weakness, and struggle to face the very evil. Also, Campbell's hero's journey stages can be found in Arthur's are the call to adventure, refusal of the call, supernatural aid, the crossing of the first threshold, the belly of the whale, the road of trials, atonement with the father, apotheosis, the ultimate boon, and the crossing of the return threshold. What Arthur had to go through in his journey can be concluded that the types of struggle and stages become a hero has become a useful foundation to shed the light on hero's journey theory.

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