

Chapter II

Greek Mythology Character in Dota 2 Game

2.1 Introduction to Literature

There have been various attempts to define literature. Eagleton (1983:1) says that you can define it, for example, as imaginative writing in the sense of fiction. Basically, literary works also have a various shape. However, it usually has a certain language. It is different to daily language. Kimtafsirah (2010) says that literature is a piece of writing valued as work of art compared to the technical language/figurative language. Works in literature come in all shapes and sizes (Culler:1997:25).

Function of literature is not only to get entertainment but also to get an education. Wellek & Warren (1989): *If a literary work has a function as its nature those are entertainment and benefit. The both of them must not only exist but also complement each other.*

2.1.1 Structure of Literary Works

Literature is divided into three groups those are poetry, prose, and drama. Poetry is collection of poems. Wordsworth defines poem thus: "Poem is the spontaneous overflow of powerful feelings; it takes its origin from emotion

recollected in tranquility." In this definition of poetry there are two apparent contradictions. The "spontaneous overflow of powerful feelings" on one side and "emotion recollected in tranquility" on the other side are apparently two contradictory statements. "Spontaneous overflow" must be immediate and unrestricted without any interval of time between feeling and its expression. The expression "recollected in tranquility" would suggest intervention of time between feeling and its expression. "Recollection" means remembering some impression after some lapse of time.

Drama is a life presented in action. It is a drawing art of human's characteristic and attitude (Slametmuljana in Tarigan, 1985:70). According to Budianta (2002:95), drama is one of genres in literature. Its physical performance shows dialogues of characters verbally. Therefore drama is a genre in literature that express a dialogue verbally in action.

Based on Kimtafsirah (2010) prose is a piece of writing that can be oral or written. It is written in simple language. It is not limited by rules compared to poetry. Prose also divided into two groups those are fiction and nonfiction. According to Abrams, fiction is a narrative literary work that its contents not related to the truth of the history. Characters, events, and places in fiction are imaginative things. In reverse, in nonfiction they are factual. Altenbernd and

Lewis also say that fiction is an imaginative narrative prose but it usually makes sense. (Nurgiyantoro, 1995:2).

Based on period of time, prose can be divided into two groups, those are:

a. Old Prose

- Fable

A narrative story in which characters are animals who speak and act like human beings and has moral value.

- Fairytale

A simple story of humans and their dealings with magical. It originally intended for children.

- Folktale

Story about figure was known by ethnic people.

- Legend

Historical story about popularity regarded as the truth.

- Myth

Stories told by a particular people such as Indians, Egyptians, Greeks, Romans, and others. They are especially linked to religious beliefs and rituals.

b. Modern Prose

The examples of modern prose such as article, editorial, report text, thesis, mini paper, biography, science fiction, etc.

Different to modern prose, old prose itself has characteristics those are anonymous, it is retold from one generation to the next generation, it is fictitious, it uses simple language, and it has moral value.

2.1.2 Greek Mythology

The term mythology can refer either to a collection of myths or to the study of myths. Myths may arise as either truthful depictions and historical events, as allegory for or personification of natural phenomena, or as an explanation of ritual. They are used to idealize experience, to establish behavior models, and to teach. Modern mythology such as fantasy novels, manga, and urban legend, with many competing myth acknowledged as fiction, supports the idea of myth as ongoing social practice.

Closely related to myth are legend and folktale. Myths, legends, and folktales are different types of traditional story. Unlike myth, folktales can be set in any time and any place, and they are not considered true or sacred by the societies that tell them. Like myth, legends are stories that are traditionally considered true, but are set in a more recent time, when the world was much as it is today. Legends generally

feature humans as their main characters, whereas myths generally focus on superhuman characters.

In his book, Berens tell the story of Gods and Goddesses in Greek mythology, and the culture of Greek people. Berens said that Greek believes that mental condition of their Gods is so much better than human. However, they also have human behaviour. Sometimes they could do the things based on reverenge, deception, and jealousy (2010:2).

According to Berens (2010:4)

Dewa-dewa ini adalah sesuatu yang lebih daripada ciptaan imajinasi aktif dan puitis. Para dewa adalah manusia yang begitu berbeda dan istimewa karena keunggulan mereka atas sesama makhluk hidup lainnya. Hingga setelah kematian mereka didewakan oleh orang-orang disekitar mereka dan para penyair menggunakan kemampuannya untuk menggambarkan rincian kehidupan mereka menjadi cerita yang tidak membosankan

2.2 Introduction to Dota 2 Game

Dota 2 is a multiplayer online battle arena video game and the stand-alone sequel to the *Defense of the Ancients (DotA)* mod. Developed by Valve Cooperation. Development of *Dota 2* began in 2009, with the hiring of *DotA* developer "IceFrog" to serve as the sequel's lead designer. *Dota 2* was praised by video game critics, who lauded it for remaining faithful to its predecessor while also increasing the level of production quality, as well as for its engaging and rewarding gameplay experience.

However, *Dota 2* was criticized for its steep learning curve and inhospitable community. The game has become the most played on Steam, with daily peaks of over 600,000 concurrent players around the world.

According to Valve's founder and managing director, Gabe Newell, the company's investment in *Defense of the Ancients* was sparked from the collective interest of several veteran employees, including *Team Fortress* designer Robin Walker, programmer Adrian Finol and project manager Erik Johnson, all of whom had attempted to play at a competitive level. As their interest in the game intensified, they began corresponding with IceFrog, inquiring as to what long-term plans he had for the mod.

Dota 2 has many characters of heroes. They are the essential elements of Dota 2, as the course of the game is dependent on their invention. Some of them are adapted by Greek Mythology.