

Chapter II

CHARACTER AND CHARACTERIZATION IN A NOVEL

2.1 Children's Literature

Literature usually talks about life, human's problems, and life around a human, and all of those are being expressed in a specific way. Literature also contains two things, it is pleasure and understanding. Pleasure appears because literature tells about interesting stories, fantasies and entertain the readers. Children's literature offers various forms of stories that can inspire and stimulate the readers, especially children to do something. At a very young age, children can develop their fantasies deeper than adult and they can accept stories whether it make sense or not at all. Certainly, literary works must be able to convey the human values, maintain and spread them, including to children.

Children's literature is wrapped in a different form from adult literature so it can be well understood by the children itself. Children's literature may not be suitable for children, but children's literature is certainly deliberate and adapted for children as the readers Puryanto (2008:2). There a few types of children's literature, it is prose, poetry, and drama. And the most famous types is prose and poetry. Based on the presence of the main characters, children's literature can be divided into three things Wahidin (2009), namely:

1. Children's literature whose the main character is an inanimate object

2. Children's literature whose the main character is a living creature other than human.
3. Children's literature whose main character is a human being.

One of the most popular types of children's literature is prose. And usually, it comes in many types such as short stories, articles or novel. Sometimes it contains picture so children's can understand more about the story.

2.2 Novel

Novel is a type of literary work written in the form of a narrative or in a story form that contains a certain conflict in the life story of the inner figures of the story. Usually, novels are often referred to a work that only tells a part of someone's life. As stated in Wikipedia, the beginning of the word novel comes from an Italian term namely novella which means short story. The term then used as a term in English since the 18th century until now.

In agreement with Sayuti (2000:10) novels are often disputed with short stories. Literary works in a form of novel, especially fiction has purposes for the reader. One of the purposes is to entertain the readers or in other words, reading a novel means enjoying the story that is served by the author and getting the entertainment from the story.

In general, the novel tells the story of the characters in everyday life and it is a form of prose which is one of the literary genres. Related to that, Nurgiyantoro (2009:9) clarified that the term of novella contains the same meaning as the Indonesia term which is noellet that means a work of prose fiction

that not too long but also not too short. Just like any other forms of literature, novel also consist some important elements. They are divided into two categories of elements which are intrinsic element and extrinsic element.

2.3 Elements of Fiction

The term fiction in this sense means as an imagination and fantasy stories. Based on Altenbernd and Lewis in Nurgiyantoro (2009: 2-3), fictional prose can be interpreted as a narrative that is imaginative, but usually sensible and contains a truth that dramatizes the relationships between people. The author argues that based on the experiences and observations of life. From the definition above, it can be concluded that the fiction is a work that makes the story become fictional, the story does not really happen in real life, but the elements of creation are those of the author of a real-life environment around the author.

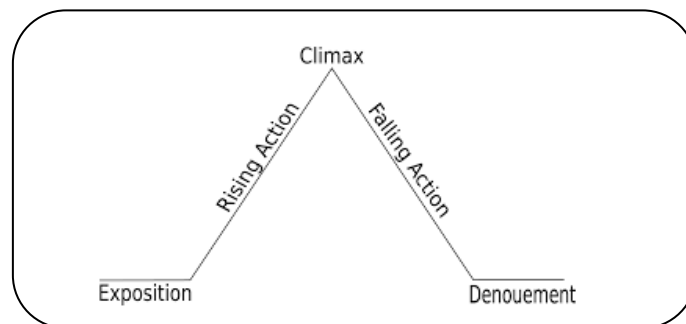
A fictional work must consist of some elements, which are divided into two major categories. They are the intrinsic elements and extrinsic elements. Intrinsic elements are elements that contain a theme, plot, character, setting, point of views, language, or figure of speech and these elements build up to the story inside directly. Nurgiyantoro (2005:23) stated that extrinsic elements are the elements that are outside of the literary work, but indirectly affect the building or system of literary organism. It can be said as the elements that influence the story telling of a literary work but it does not become a part of it. Even so, extrinsic elements are quite influential on the totality of the story building produced. Same as intrinsic elements, extrinsic elements have a few elements which are the

background of the community, the background of the author and the values contained in the story.

2.4 Plot

Plot is one of the important fictional elements in which it describes the link between events that happened in a story and determines the serial arrangements of events, incidents, actions or ideas. In other words, a plot is a series of events arranged according to the law of causality because the events in the story relate to each other. Kenny in Nurgiyantoro (2013:167) stated that the plot as the events presented in the story were not simple because the author compiled the events based on the cause and effect.

In other hands, Freytag (1863) stated that the ideal traditional plot line is divided into five parts. These parts are Exposition, Rising Action, Climax, Falling Action, and Denouement. These parts are famously known as “Freytag’s Pyramid”.



Graphic Of Freytag's Pyramid

Based on the graphic above, the story can be separated to help to analyze the novel. Here are the explanations:

- Exposition

The first phase is the exposition, this phase introduces the main character and other characters, setting, the event that starts the journey of the characters and providing the description and the background of the story.

- Rising Action

In the second phase, the story builds up as the sequential events happen and so the story becomes more exciting and problems starts to showed up. The purpose is to build suspense all the way up to the climax.

- Climax

The third phase is the turning point. The problems that have been introduced in the previous phase then peak at this phase. The main character will experience the difficulties and tension in facing the conflict and then burst in some kind of fight, argument or a very emotional moment.

- Falling Action

In the fourth phase, the events leading to an ending and the main character can gradually overcome the problems and worries begin to disappear. This phase indicate that soon the story will come to an end.

- Denouement

In the last phase, the problems and conflict officially ends and the protagonist or the main character is able to solve the problem.

2.5 Setting

Setting is a description of time, place and atmosphere of the events in the story. The characters in the story live at certain place and time therefore the events experienced by the characters in the story occur at certain times and places too. Stanton (2012:35) said that setting is the environment that surrounds an event in a story, it is a universe that interacts with ongoing events. The readers can gain the information of how the story begin from setting.

Setting in literary works is also important because it can help the readers to imagine the story and give them a realistic impression. So that the readers can participate to criticize the story. Abrams in Nurgiyantoro (2009:216) stated that setting is also the foundation of the story, leads to the meaning of the places, times, and the social environment on the events that happened in the story.

2.6 Characters

In literary work there are character which is one of the intrinsic elements. Minderop (2005:2) says that “Character can also be a person, community, race, mental and moral attitude, the quality of reasoning, famous people and characters in literature”. In the work of fiction, character can be interpreted as a representation of a human being. Through behavior, traits, and descriptions the author describes a character that deserves attention, love, and support. The main character in a story is generally known as the protagonist, the character who opposes it is the antagonist.

There are few kinds of characters, but the main character is a character that takes the most attention from the audience and becomes the center of attention of

the viewer. This character also has the most scenes. The supporting characters are the ones who created the situation and provoke conflict for the main character. Characters are generally divided into two category, which are the protagonist and antagonist. But Lutters (2006:81) divides the character or role according to its nature into the following three points:

a) Protagonist

The role of the protagonist is a role that should represent positive things in the needs of the story. This role is likely to be the most hurt, either, and suffering that will cause sympathy for the audience. The role of the protagonist is usually the central figure, the figure that determines the motion scenes.

b) Antagonist

The role of antagonist is the opposite of the role of the protagonist. This role is a role that should represent the negative things in the needs of the story. This role is likely to be the most hurt protagonists. This figure is an evil character that will cause hatred towards the audience.

c) Tritagonist

Tritagonist role is the role of a companion, both for the role of the protagonist or antagonist. This role can be a supporter or opponent of the central character, but it also could be a mediator or intermediary central figure. This position became the defender of figures that they accompany. This role includes the main supporting role

2.7 Characterizations

Characterization is attempt to show the characters or the personalities of the played character. In consonance with Jacob Sumardjo in Fenanie (2001:87) characterization is an important part of building a story. These characters not only play stories but also play a role in conveying ideas, themes, plots, and motives. In presenting and determining the characterizations of the characters, the authors generally use two methods. The first method is the direct method (telling) and the second is the indirect method (showing). Jauhari (2013:161) stated that characterizations are the way the author shows characters or actors.

In accordance with Pickering and Hoeper (1981:27), in Minderop (2005:6), the direct method (telling) relies on the explanation of the character's characterizations to the exposition and direct comments from the author. So the readers can understand the character's characterizations based on the author's explanation. While the indirect method (showing) shows the author placing himself outside the story by giving the opportunity to the characters so they can show their characterizations through dialogues and actions.

It was believed by Minderop (2005:8), that there are two kinds of method, which are the direct method and indirect method. In direct method, the explanation of the story is done directly by the author. This method is usually used by ancient storytelling stories so that the reader only relies on explanations made by the author alone.

1. Characterization using the name of the character

The name of the character in a literary work is often used to give ideas or to clarify and sharpen the character figures. The characters are given names that describe the characteristic qualities that distinguish them from other characters.

2. Characterization through character appearance

In literary works, the appearance of the characters has a very important role in relation to the characterization. The appearance of the character referred to, for example: what clothes they wear or how the expression is.

3. Characterization through speech

The author gives a broad and free place to the author or narrator in determining the story. The author comments on the characters and personalities of the characters until they penetrate into mind's, feelings and inner turmoil so the author constantly monitors the characterization of the characters. The authors do not merely led the reader's attention to their comments about the characters but also tries to shape reader's perception of the characters he tells.

While in indirect method, Minderop (2005:22) explained the characters in literary works can present themselves directly through their behavior. In this case, the reader can analyze the characters themselves through several ways:

1. Characterization Through Dialogue.

Characterization through dialogue is divided into what is said by the characters, the identity of the characters, the location and situation of the

conversation, the mental qualities of the characters, a tone of voice, emphasis, dialect, and vocabulary of the characters.

2. Location and Conversation Situation

In real life, conversations that take place privately on an occasion at night usually tend to be more serious than conversations that occur in public place during the day. So, it is possible that this situation happens in fiction, but the reader must consider why the author displays the conversation in the places like on the road or on the theater, of course, which is certainly important in storytelling.

3. Mental Qualities of the Characters

The mental qualities of the characters can be recognized through the strains and flow of words when the characters talk.

4. Tone of Voice, Pressure, Dialect, and Vocabulary

Tone of voice, pressure, dialect, and vocabulary can help and clarify the characterizations of the character if the reader is able to observe and analyze it seriously.

Based on the analysis of the characterization through the direct method (showing), the result can be seen from above that the author does not merely convey the characterization of the characters based on what appears through the behavior of the characters but the author also able to penetrate the thoughts, feelings, turmoil and inner conflict and even motivation that underlies beneath the behavior of the characters.

2.8 Biography of Lewis Carroll

Early Life

Lewis Carroll was the pen name of Charles L. Dodgson, author of the children's classics "Alice's Adventures in Wonderland" and "Through the Looking-Glass. Born on January 27, 1832 in Daresbury, Cheshire, England. He is the eldest boy in a family of 11 children, Carroll was rather adept at entertaining himself and his siblings. His father, a clergyman, raised them in the rectory. As a boy, Carroll excelled in mathematics and won many academic prizes. At age 20 he received a studentship at Christ Church and was appointed a lecturer in mathematics. He also wrote and created games as a child. Dodgson was shy but enjoyed creating stories for children. His books including "Alice's Adventures in Wonderland" were published under the pen name Lewis Carroll. Dodgson died in 1898.

Carroll suffered from a bad stammer, but he found himself vocally fluent when speaking with children. The relationships he had with young people in his adult years are of great interest, as they undoubtedly inspired his best-known writings and have been a point of disturbed speculation over the years. Carroll loved to entertain children, and it was Alice, the daughter of Henry George Liddell, who can be credited with his pinnacle inspiration. Alice Liddell remembers spending many hours with Carroll, sitting on his couch while he told fantastic tales of dream worlds. During an afternoon picnic with Alice and her two sisters, Carroll told the first iteration of what would later become *Alice's*

Adventures in Wonderland. When Alice arrived home, she exclaimed that he must write the story down for her.

He fulfilled the small girl's request, and through a series of coincidences, the story fell into the hands of the novelist Henry Kingsley, who urged Carroll to publish it. The book *Alice's Adventures in Wonderland* was released in 1865. It gained steady popularity, and as a result, Carroll wrote the sequel, *Through the Looking-Glass and What Alice Found There* (1871). By the time of his death, *Alice* had become the most popular children's book in England, and by 1932 it was one of the most popular in the world.

2.9 Synopsis of *Alice's Adventure in Wonderland*

Alice is sitting on a riverbank with her sister feeling bored when a white rabbit runs by, checking its pocket watch and announcing that it is late. Alice leaps up, follows it down an enormous rabbit hole, and embarks on a series of wild and wacky adventures in a world known as Wonderland.

At first, Alice is trapped in a hole of locked doors, unable to go through the only door to which she has a key because it's tiny and she is too big. She decides to find a way to get into the beautiful garden that she sees through the tiny door. Unfortunately, before that can happen, she undergoes a series of changes in size caused by eating and drinking mysterious substances she finds in the room. While she is a giant, she cries a pool of tears; then she shrinks again and almost drowns in it. Then Alice saw the rabbit mistakes her for his servant and sends her on an errand to his house.

Then she ended up in the woods. In the wood, she meets a caterpillar smoking a hookah. Although the caterpillar is a bit vague more than a bit rude, he teaches Alice to eat different pieces of the mushroom in order to control her changes in size. After a few mishaps, Alice continues her journey through the wood. Alone in the wood again, Alice sees the Cheshire-Cat materialize on a tree branch. The cat tells her about the people that live in the area and also claims that everyone in Wonderland is mad or insane. After considering the different people described by the cat, Alice decides to visit the March Hare.

On arriving at March Hare's house, Alice encounters a Mad Tea Party consisting of the Hare, The Mad Hatter, and a Dormouse. She tries to join this

party but eventually tires of the rudeness of the Hare and Hatter, who argue about everything she says. Returning to the woods, she finds a tree with a door that leads her back to the hall of doors. This time, by eating different bits of the mushroom, Alice is able to get the key to the tiny door, become the right size, and walk into the beautiful garden.

Alice arrives in the beautiful garden then a royal procession comes by, consisting of personified playing cards, with the hearts as the royalty, the clubs as soldiers, the spades as the gardeners, and the diamonds as courtiers. The Queen of Hearts, despite being bloodthirsty and constantly ordering the execution of everyone around her ("off with his head!"), invites Alice to join her in a game of croquette. This game is harder than usual since all the game pieces are alive, hedgehogs for balls, flamingos for mallets, and playing cards soldiers for hoops. The Queen of Hearts strides around the game ordering execution of players who irritated her.

Alice was invited as a witness in the Knave of Heart trial. The trial, however, is ridiculous, since the animals in the jury are foolish and none of them witnesses know anything about the crime. Finally, Alice herself is called as a witness, but she began growing to her usual size and towers over all the others. They attack her, but she brushes them away since they are nothing but a pack of cards.

Alice wakes up to find that her sister is brushing away dead leaves from her face as she sleeps on the riverbank. She tells her sister about her adventures

and runs home. Her sister remains under the tree, daydreaming about the strange people Alice met and the odd things she did while in Wonderland.