AN ANALYSIS OF IRENE'S HERO'S JOURNEY IN *THE NUN II* THROUGH CAMPBELL'S MONOMYTH THEORY

FINAL PROJECT

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BUDDHI DHARMA UNIVERSITY
TANGERANG

2025

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FINAL PROJECT

Submitted as one of the requirements to obtain
the Bachelors degree in the English Study Program
Faculty of Social Sciences and Humanities
Buddhi Dharma University
Bachelors Degree

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BUDDHI DHARMA UNIVERSITY
TANGERANG
2025

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I honestly declare this final project is my own writing. This is true and correct that I do not take any scholar ideas or work from other dishonestly. All the citied works are quote in accordance with ethical code academic writing.

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ACKNOWLEDGEMENT

First and foremost, in the name of Buddha the researcher would like to express gratitude to His blessing and guidance to the process of this writing. Finally, the thesis had finished with entitled an analysis of Irene's journey's in *The Nun II* through Campbell's Monomyth theory as one of the requirements for Undergraduate Program in English Department of Buddhi Dharma University.

Also, the researcher would like to express the deepest gratitude to family, lectures and friends who directly gives support to the entire process in every process of writing this thesis. My deepest gratitude for:

1. Dr. Limajatini, SE., M.M., B.K.P. as Rector of Buddhi Dharma University who has given the opportunity to perform this research.
2. Dr. Jeni Harianto S.P.d., M.Pd as Vice Rector of Social Science and Hummanities of Buddhi Dharma University who has given the opportunity.
3. Dr. Sonya Ayu Kumala ,S.Hum, M.Hum as the Dean of Faculty of Social and Humanities of Buddhi Dharma University.
4. Riris Mutiara Paulina Simamora, S.Pd., M.Hum as the Head of English Department of Buddhi Dharma University and academic supervisor who has given support and advices during the study in English Linguistics.
5. Shenny Ayunuri Beata, S.S., M.M, M.Hum Head of Social and Hummanities Administration.
6. Adrallisman, S.S, M.Hum. as supervisor of this research who always supportive and patience of every progress. This thesis would never been completed without his help at every step and stage of this procedure.
7. All the lectures who have supported by giving a lot of advice and teaching of amazing knowledge over the last four years.
8. The researcher family especially mother and brother who always support and accompany so the researcher could finish this thesis as well.
9. The researcher close friend, Rachel Brittaia, who always support and encouraging when the author was down with her word of affirmation.
10. The researcher friends, Larry Dwi Liverdra, Michelle Mursalim, Cathlyne Fonda, my thesis writing partner who always supports each other.

Tangerang, 10th July 2025

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ABSTRACT

Hero's journey is one of the branches of archetype used by researchers to analysis the journey of protagonist characters in literary works. This research aims to find the hero's journey in the horror movie of the main character. This research uses movie entitled The Nun II in 2023. The researcher used descriptive and qualitative methods. Moreover, researcher used library approach to collect the data such as the scene and transcript of the dialogue with picture in the movie. The finding of data analysis has 26 dialogues and seven pictures. The result of the analysis shows that Irene has gone through three stages of hero's journey. They are five steps of departure stage contains of the call of adventure, refusal of the call, supernatural aid, crossing the threshold, the last step is belly of whale. Three of six steps in initiation stage, there are the road of trial, meeting with goddess and apotheosis. The last stage is return, there is one step which is freedom to live. In this analysis could be evidence that hero's journey is often following the same pattern according to Monomyth theory by Joseph Campbell. However, there are several steps that Irene not gone through. The departure stage, Irene gone through all of the stage which is five steps. In initiation stage, Irene not gone through steps of woman as temptress, atonement with the father, apotheosis, and the ultimate boon. The return stage Irene not gone through refusal of the return, the magic flight, rescue from without, the crossing of the return threshold and master of two worlds. Moreover, this finding shows that horror movies can also follow the Monomyth of hero's journey pattern.

Keywords: *hero's journey, movie, The Nun II.*

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CHAPTER I
INTRODUCTION

1.1 The background of the study

Literature basically some collection of written work however it can also as an art form such as drama, poetry, and a song. Literature defines as a human expression or experiences that written into a work. According to Klarer in many cases *Literature* is referred to as the entirety of written expression, with the restriction that not every written document can be categorized as literature in the more exact sense of the word (Putra, Machmoed and Sahib). Based the explanation before literature is a result of someone works that usually form written such as poetry, short story, a lyric song, and other.

Literature is a body of written works that make by someone use a term to describe written or spoken materials. Literature usually related to works of the creative imagination of someone's though including poetry, drama fiction, nonfiction, also it can be journalism and song. According to Wellek and Warren, they defined that "literature has three major genres, they are drama, poetry, and prose fiction" (Kadmaerubun, Sosiowati and Putra). Based on the statement before literature is a work that form both of written and spoken to entertain and educate the audience.

Universally, literature is a work of art that is created from the bottom of the heart and often has meaning. Literature contains of poetry, song lyrics, pictures, motion pictures, novel, drama, essays, and many more as explained before. Literature has content and from which is imaginative and creative exploring human emotions, societal issues, experiences, and relationships. Literature often characterized by selected language usage, a creative expression of someone, and the most important is focus on aesthetic qualities. Also, literary works shaped by cultural, social context, and historical.

A movie, also known as motion picture, is a powerful storytelling medium that uses a sequence of moving images and sounds to entertain, educate, and evoke emotions. Klarer (2004) says a movie is a series of still images presented in rapid

succession to create the illusion of movement (Bahri, Rahmadani and Harharap). Most of authors make a movie based on reality, movie can represent ideas about all sides of life which happen in human life so that, a movie has become part of that extensive cultural system of constructions that represent social reality. From the previous statement this seemingly simple concept, however, encompasses a diverse and evolving art form.

As a form of literary works a horror movie could analysis moreover horror is a genre that related to archetype theory. This time archetype is one of topic that discuss about hero's journey. Hero's journey is a pattern that is usually found in movies that involving the hero in carrying out the adventure, so that the journey can going well or the quite the opposite. Campbell's (Julius and Satria) described that the reoccurring patterns is very much prominent in heroic fiction as he called Monomyth. According to the previous statement archetype suitable to analysis horror movie that including the hero and the journey that do adventures.

For the example of a horror movie The Nun II that released in 2023 successfully remained at the top of box office until 2 weeks after released in North America. This movie focused to Irene as a sister of catholic church in French. Irene got a mission to investigate case the death of pastors that die strangely. Beside Irene there is another character namely Maurice, he is a gardener at a catholic school in French. Maurice often do strange things and he always there whenever a strange thing happens. Sister Irene fight with the demon that possessed in Maurice's body that want a relic 'The eye of St. Lucy'.

This research focused on the analiseszes the hero's journey because not many researchers analysed horror movie using archetypal theory. The researcher chooses The Nun II because the movie related to human life such as religion event and devil. Therefore, the researcher interested to analysis Irene as a main character of The Nun II movie.

1.2 Statement Problem

The object of this research is a movie with entitle The Nun II. Based on the background research this analysis focuses on Irene journey's which the main problem Irene has to investigate murdered case in several churches. As well as

exploring every Irene's challenges and see the stages that she gone through. Therefore, they are the main problem to be studied with hero's journey approach of archetypal clear stages which is Monomyth theory of hero's journey by Campbell.

1.3 Research Questions

Based on the previous statement above, the question of the research is: How are the stages of the hero's journey realized and seen in Irene's character in The Nun II movie?

1.4 Goal and Function

The goal of this research is to share the information of hero's journey by the main character The Nun II movie. Irene is a nun that with unwillingness investigate murdered case in several crunch and how Irene's journey whole the movie The Nun II. In addition, the function of this research is to see how many stages and steps that Irene's character through. Also, this research wants to show that horror movie can also follow the narrative structure of hero's journey that usually applies in action-adventure genre of literary work. Moreover, hopefully the readers could understand the challenges that Irene faces whole the movie through Campbell's Monomyth theory of hero's journey.

1.5 Scope and Limitation

The scope of this research produces human experiences in social life and religion event. The movie focuses on the main character namely Irene, that she has to investigate murdered case and how she faces the demon that want to seize a relic from Irene and destroy human life. The limitation of the research is just to exploring challenges that Irene as the main character face and how she solves the challenges. The movie will be researched from plot, use the dialogue of Irene to theory and the researcher uses Monomyth theory of hero's journey by Campbell as main discussion of the research.

1.6 Conceptual Framework

In this subchapter, the researcher would explain how the research was performed. The researcher uses Monomyth theory of hero's journey to analysis the main character which is Irene. Monomyth theory is a term that focuses on story of hero's

journey. This analysis focuses on hero's journey by the main character to examine the struggle of the main character to be hero in The Nun II.

Within this framework, the researcher would give evidence the detail explanation from the introduction to the conclusion of this research.

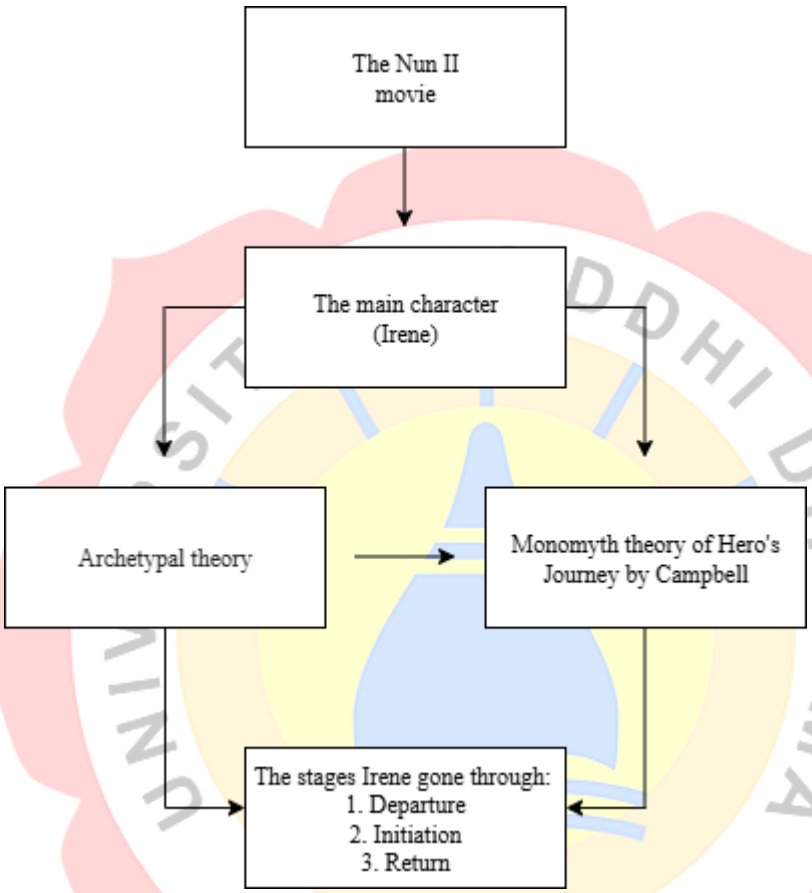

Figure 1 conceptual framework

In this conceptual framework in this research describe how the researcher does the analysis. This is every part step from the researcher how to analysis that:

First, the researcher used The Nun II movie (2023) as an object and data source to this analysis. Archetype is one of theory that researcher uses in this analysis process. The researcher does the research with Monomyth theory of hero's journey that reveal in Irene's character in The Nun II. The researcher also pays attention to Irene's transformation character based the stages and dialogue. The researcher will be present Irene stages and steps that she gone through as the result from the research then put it on the finding and discussion in chapter four.

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CHAPTER II
THEORETICAL BACKGROUND

2.1 Previous Studies

In additional, to get knowledge from the experts, this research also looking for another researcher that the same theory. According to the previous study of archetype by Jungian in (Purwanti) "The archetypal characters in the movie Kungfu panda trilogy from anthropomorphism perspective". The researcher analysis the movie by using archetype theory and the way the researcher analysis the movie is including the transcript of the dialog, table, and the picture of the characters. The aim of the study is to find out the archetypal characters seen from the anthropomorphism perspective, and the result of this research showed that there were 100 data of archetype and 23 data of anthropomorphism.

The second previous study also using archetype theory to analysis by Jungian from (Siregar) with entitled "The analysis of archetypal images in Suzzana Collin's 'The Hunger Games' novel". The thesis using archetype theory and using novel as the object of analysis. The way researcher analysis is collecting the data by reading the novel and inputting the data then analysis the data. The analysis shows 17 personas and 2 shadows of the main character. The result of the research could show the differences in the achievement of persona and shadow of the character images through archetypal.

The last previous study the analysis from (Santoso) with the tittle "An Analysis of Mythological-archetype in Cressida Cowell's 'How To train Your Dragon' novel". This study analysis the mythological-archetype to find out the pattern of the theory by using images and novel script. The mythological and archetypal patterns are the topic that analysed in this study by the characters of the novel.

From three previous studies that have acquire, the researcher concludes there are similarity from the previous study. Archetype is the theory that use in literary work even the object is different. The thing that makes this research interesting and different from other is the object of analysis. This time archetype is the theory that

use and horror movie is the object of research. Where horror movie is rare genre to be analysis.

2.2 Movie

Movie is a moving image that shows the character and tell a story with dialogue each character. According to (Hornby) he defines that movie means a series of moving picture recorded with sound that tells a story, shown at cinema or movie. Movie has some genres such as horror, romance, action, comedy, and so on. Movie is one of literature works can be analysis with theory of literature. Movie is one of literary works because they share many of the same elements and characteristics as traditional forms of literature, such as novels, plays, and poetry. Movie has some genres such as horror, romance, action, comedy, and so on. Movie is one of literary works could be analysis with theory of literature. The Nun II movie has horror genre and including the religion event that related to the theory that researcher use.

2.3 Character

In generally, character is someone who plays in a story that has dialogue with other characters. According to (Abrams) he says that "character are persons represented in dramatic or narrative work, who are interpreted by the readers as processing 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". From the previous statement, character is a person that play in work such as novel, movie, and so on that has dialogue and has emotional from the action. Character is important thing to appear in movie or novel. Therefore, character could deliver the story well.

2.3.1 The protagonist and antagonist character

In a movie usually has some characters that shown. Especially the main character who always got the most screen time and there are the types of character that will explain. The first character is protagonist, this type of character is the kinds one. The protagonist is the kinds character such a helping, loved by many people, and the protagonist usually called hero. The antagonist character, which this character is opposite of protagonist. The antagonist character often called villain, because the character is trouble-maker and oppose the protagonist goals.

2.4 The definition of Hero

In general hero is a man or person who is marveled at for having done something particularly courageous or having accomplished a feat. According to (Sharp) hero is an archetypal motif based on overcoming obstacles and achieving certain goals. From previous explanation hero is a person that has bravely personality to help other people in trouble. Hero is not always the protagonist character, sometimes the hero is also the antagonist character. Usually in movie or story hero is an antagonist character.

2.4.1 Archetypal Theory

Archetype is one of theory that exist in new criticism archetype is a theory that describe about a pattern of thought and behavior of human life. Also, archetype including symbols, images, and characters. Archetype is one of part of New Criticism theory that focuses to the text without taking the author's background and intentions.

Archetype theory according to Jungian, he defines archetype as images and themes that derive from collective unconscious of all humans (Pangestu and Julianti). Archetype in literary criticism is a method of analyzing a literary work that focus to recurring archetypes and myths in the work's symbols, images, characters, and narrative. Archetype in real life, a complicated of experiences that happens to human life such as fate, personal problem, social problem, and so on. These archetypes, such as the hero, the villain, the mother figure, and the trickster, are believed to be innate to the human psyche and are evoked by literature.

The main focus of archetype theory is analysis the mythological and biblical allusions, and universal experiences. Archetypes are believed to be innate to the human psyche and are evoked by literature, mythology, and other forms of cultural expressions by represent fundamental aspects of human experience. This theory also focusing on analysis the event and phenomena that related to art, myths, religions, and dreams by the character. This time Irene is the main character of the movie that has religion event. Archetypal theory suitable to the movie that has religion event and horror genre.

Archetypal theory has significant connections to psychology and sociology. Archetypes are believed to be part of this collective unconscious, influencing our thoughts, feelings, and behaviors. In psychological, archetype Archetypes can provide insights into individual personalities and emotions of someone. For example, someone forced to be hero and the hero has to face the journey. Then, the character may exhibit characteristics such as courage, desire or it can be anxiety, and fear.

2.4.2 Hero's journey

According to Campbell (2008), the term of Monomyth is focuses on story of hero's journey. Hero's journey is a pattern that identified in mythology that describes the common heroic narrative. Campbell says hero's journey is "The returning hero, to complete his adventure, must survive the impact of the world" in his book 'The Hero With a Thousand Faces'. The focus of hero's journey itself to self-discovery from the protagonist or the hero from the journey. Simply, the hero goes to an adventure, learns a lesson from the adventure, face the struggle, and found new knowledge, then get freedom to live.

According to Campbell he said that theory of hero's journey that is divided into three stages and each of its steps. The first stage is departure: this stage the hero leaves their home community to go on a quest. The second stage is initiation: where the hero faces trials and tribulations until he achieves victory on his quest. The last stage of hero journey is the return: the hero goes home to their community with gifts and boons.

2.4.3 Monomyth

This time the researcher will give the illustration of Archetypal Pattern by Monomyth's Stages by Campbell:

A. **Departure stage:** 1. The call to adventure, 2. Refusal of the call, 3. Supernatural aid, 4. Crossing the first threshold, 5. The belly of the whale.

B. **Initiation stage:** 1. The road of the trial, 2. The meeting with goddess, 3. Woman as temptress, 4. Atonement with the father, 5. Apotheosis, 6. The ultimate boon.

C. **Return stage:** 1. Refusal of the return, 2. The magic flight, 3. Rescue from without, 4. The crossing of the return threshold, 5. Master of two worlds, 6. Freedom to live.

Figure 2 Information of Monomyth

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According to previous illustrations, here the explanation of Monomyth theory of hero's journey by Campbell:

A. Departure

The first stage is Departure which the beginning of the adventure of the hero. In this stage there are five steps and they are:

1.) The call to Adventure: This step where the hero forced to start the journey. According to Campbell (2008) the hero begins their journey from normal situations and received information that acts as a call to go into the unknown. The adventure can start by accident or mistake of someone.

2.) The Refusal of the Call: In this step may the hero refuses the call, the hero tries to against the journey at the beginning cause the hero get forced. Therefore, there are sense of responsibility or obligation, fear, insecurity, inadequacy, or a variety of any reasons.

3.) Supernatural Aid: The steps when the hero meets or get help from other people while doing the journey or supernatural event. When the hero finally accepts the call, intentionally or unintentionally there will be someone will help the hero in carrying out a mission with the same goal.

4.) Crossing of the First Threshold: The next step which the beginning of hero quest and leaves the ordinary world and everyday life. In these steps of departure, the hero crosses into the field of adventure and leaves everyday life behind. The hero leaves their comfort zone and travels to a world of unknown threats.

5.) The Belly of the Whale: In this last step, the hero could counter real danger in their quest of journey. In entering this stage, the hero shows a willingness to metamorphosis. The first time entering this step, the hero will face real danger.

B. Initiation

The second stages of hero's journey are initiation this stage is the stage where the hero will begin to face various challenges to achieve victory. This stage is divided into six steps:

1) The Road of Trial: In the first step the hero will go through of some challenges and the challenges will change the hero will be wise. This phase the hero will do transform after though failure is inevitable.

2.) Meeting with Goddess: This step which the hero meeting a helpful woman that has one goal and mission of hero. A series of tests that the hero must undergo to begin the transformation. Often the hero fails one or more of these trials. In the end, the hero will overcome these trials and become a wise to solve the problem.

3.) Woman as Temptress: A step that the hero meets evil female character that destroy the hero's mission. This happened because the hero doesn't have a motivation and support to handle the struggles.

4.) Atonement with the father: The hero meets a good and wise man. the father figures give support and strength to the hero to solve the struggles. The hero must confront and be initiated by whatever has the ultimate power in their life. In many myths and stories, this is the father or father figure who has the power of life and death.

5.) Apotheosis: A step when the hero has a peace before continue the journey also this phase the hero may get enlightenment to solve the struggle of his journey. This is the point of realization where greater understanding is reached. Armed with this new knowledge and perception, the hero will complete and be ready for the more difficult part of the adventure.

6.) The ultimate Boon: The last stage of in initiation, this step where hero finally reached the end of all the struggles. This step will give the hero a gift after all sacrifices the hero had done.

C. Return

The last stage is return, this stage which the hero has passed the challenges from the journey and achieved the victory. This stage has six steps:

1.) Refusal of Return: This first step which the hero had done fight with all the struggles and challenges sometimes the hero refuses to go back where the hero came from. The hero found happiness and enlightenment in the other world, the hero may not wish to return to the ordinary world to bestow such boons on fellow beings.

2) The Magic Flight: The magic flight is a stage that the hero moves to somewhere miraculously. Sometimes the hero must escape with a boon if it is something that has been guarded jealously by the gods. Returning from a journey can be just as adventurous and dangerous as setting outs

3) Rescue from Without: At this step the hero gets a reminder from partner to return back where the hero belongs. Same to other heroes, they may need guide and assistant to begin the adventure. The hero must have a strong and saviors to bring them to back everyday life especially if the hero weak.

4) The Crossing of the Return Threshold: In this step the hero ready to return after solve the struggles to go back where the hero belongs. However, the hero might have some other struggles.

5) Master of the Two Worlds: This step explains that when a hero has power, the hero might be comfortable enough to live in two of the ordinary and hero worlds. For a human hero, this can mean reaching a balance between the material and the spiritual. The person has become comfortable and competent in both the inner and outer worlds.

6) Freedom to Live: Some heroes may not have to return nor to approach another mission. The hero will get freedom to life whatever he wants. This is sometimes referred to as living in the moment, not anticipating the future or regretting the past.

CHAPTER III
RESEARCH METHODOLOGY

3.1 Subject Matter

In literary research, the subject matter is the object of analysis. It is what the researcher focuses on to understand, interpret, or critique. For instance, in your thesis, the subject matter is the character Irene in "The Nun II" and her journey as depicted through Campbell's Hero's Journey theory. The theory used in this analysis is the archetypes that Campbell developed, the hero's journey theory. According to Campbell, the journey of a character in a literary work has 17 steps divided into three main stages. The first stage is call departure, the second stage initiation, the third stage return. This analysis is quite different from other previous analysis because this analysis used horror movies. Researcher used all the steps according to the Monomyth theory of hero's journey by Campbell. Therefore, most of researchers used this theory with movie that have an action or adventure genre. The characteristics of heroism are not just found in action or adventure movie. However, horror movie also contains characters that go through stages and steps that are common for characters in action and adventure movies.

3.2 Materials

In this section, the researcher uses "The Nun II" which has 1 hour and 50 minutes' duration of the movie as a source. This movie released in 2023 and directed by Michael Chaves. This movie has horror genre and raises religious issues that are interesting to analysis. The researcher collected the data that related with the subject matter such as watching the movie several times, reading script dialog and research articles about archetype and heroism that could supports the analysis.

There are 344 scenes in one hour and 50 minutes of this movie. Then, the researcher collected 26 dialogs that were eligible for analysis. Besides that, the researcher also uses scenes and there are seven scenes used in chapter four. In addition, researcher presented pictures that put together in sequence as her data.

3.3 Approach

This research applies qualitative methods as the approach. According to Moleong qualitative research is one of a method that towards to understand the phenomenon about experienced by the subject of research, such as behavior, perceptions, motivations, actions, and so forth (Royadi, Susiana and Khumaida). In qualitative research, all the data use are descriptive data. Descriptive means, the data mostly comes from text such as transcript and dialog script rather than number. This research used library approach to collect the data such as the scene and transcript of the dialogue with picture in the movie. In generally, library approach is a method that use library sources both digital and physical (George). This time, Irene is the character that researcher analysis. The theory that researcher used is archetypal theory that developed by Campbell, the hero's journey. The point is to obtain information, also give evidence that the character which is Irene has passed several processes in journey to be hero.

3.4 Procedure

In this subchapter researcher explained about the procedure of the analysis. The procedure means the way how researcher collects the data and find the information about the topic. The Nun II movie has not been researched yet. Secondly, there are not a lot of researchers who analysis the hero's journey using horror movie objects. Therefore, researcher analysis the hero's journey of Irene based on the stages and steps of hero's journey.

The researcher collects the data such as dialogues and scenes by watching movie more than two times and using e-script dialogue. All dialogue data has been categorized into three stages, then selected and analysis to obtain dialogue based on each step. Lastly, the researcher created a table that contains the number, scenes and dialogue. Based on the data that has been collected in table format for each stage of the hero's journey, it is then analysis and its meaning is interpreted by comparing it with hero's journey theory by Campbell.