CHAPTER II

THEORETICAL FRAMEWORK

II.1. Related Theories.

As the basic means of analyzing the novel, the writer of this thesis uses the literary approach which considers every work of art as unity.

Dealing with the objective of the study in analysing <u>Jane Eyre</u> the writer of this thesis also uses the Rene Wellek and Austin Warren's Theory of Literature. This book concerns with the intrinsic and extrinsic approaches to the study of literature. To make a deeper analysis, the writer considers that the using of sociological theory is really needed.

II.1.1. Literary Approach

II.1.1.1. Intrinsic Approach

By using the intrinsic approach, the writer of this thesis wants to make the intrinsic analysis based on the intrinsic elements of the novel itself. Wellek and Warren stated:

' the natural and sensible starting-point for work in literary scholarship is the interpretation and analysis of the works of literature themselves' (1956:139).

Wellek and Warren also confirmed that literary works intrinsicly consist of elements: plot, setting, charac — ters, world—view and tone (1956:214). In this case, the writer will only limit the discussion on character and setting which are representative enough to achieve the understanding of the main topic of the study.

1.1.1.1. Character

A character is an imaginative person who inhabits a story which is usually bears human personalities that familiar to the real people. They are mostly created by the author to act as what the author wants them to do to bring the important message to the readers. As Edgar V Roberts stated:

' character is the author's creation, through the medium of words, of a personality who takes actions, thoughts, expressions, and attitudes unique and appropriate to that personality and consistent with it ' (1969 : 11).

Character is one of the most important part of an analysis of a story (short story, fiction, novel or drama as well) beside theme, plot, setting, etc.

Character also enliven a story. It build a certain

impression of the story. It makes a special effect which affect its reader. Moreover if the author is the one who is expert to make the story as alive as the real life. As Roberts mentioned that a character might behave and speak "realistically" in the realistic setting (1969:15). Graham Little has the same opinion about this,

'Even in fantasy and caricature, an essential element is truth to life. However original and fantastic the author's approach, he will fail if his readers do not feel that his characters are real, believable, based on possible variations of human nature.'

(1966 : 92)

According to Wellek and Warren character can be divided into two form: Flat (Static) and Round (Dynamic or Developmental) characters.

Round/Dynamic/Complex/Depth Character

By depth of characterization is meant the degree of richness or completeness of presentation of character. One of the most important features of deep character portrayal is the presentation of development and change especially as a result of the changing personal relationships with which the story has dealt.

2. Flat/Static/Simple/Type Character

Static characterization is the simplification of character down to one or two qualities.

(1969 : 219).

Wellek and Warren also mentioned that what is called by characterization can simply be understood as the portrayal or description of the story's character. Characterization can be done by a paragraph describing in detail the physical appearance and analysing the moral and psychological nature (1969 : 219).

1.1.1.2. <u>Setting</u>

The setting in fiction refers to the place where the events occur and the time or age of the action. But more than that, the setting establishes the atmosphere which helps create the mood. Setting may reveal to the readers something also the fictional characters in a story. The details of setting can reveal their personality traits, their personal habits, their social status and their interest. (Guches, 1980 : 68).

Edgar V. Roberts added that setting refers to the natural scenery or environment in which characters in