

UNDERGRADUATE THESIS

**The Journey of a Protagonist Non-Playable Character in Shawn
Levy's *Free Guy* (2021): John Campbell's Hero's Journey Study**



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FACULTY OF HUMANITIES

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SURABAYA

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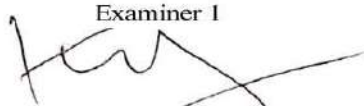


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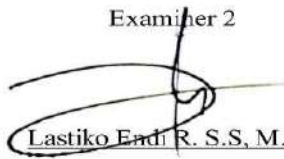
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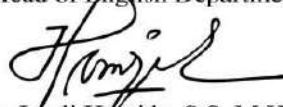


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ABSTRACT

Heroism has developed into a popular topic that frequently appears in a variety of narratives. Many heroes in historical fiction, folklore, and film, such as King Arthur and Hercules, are typically depicted as muscular men endowed with physical strength. This study aims to examine the journey of the protagonist in the movie entitled *Free Guy* (2021) by Shawn Levy. There are several elements in the movie to be analyzed, such as characters, dialogue, action, and setting. The method of this study is a qualitative method and uses narrative and non-narrative approaches to support the arguments. This study uses hero's journey theory conducted by John Campbell to analyze the movie and collect the data. The findings of the research are the director of this film aims to depict a hero who is distinct from typical hero characters, which are typically characterized by a powerful physical appearance and mystical ability.

Keywords: Hero's Journey, Hero, Non-Playable Character

ABSTRAK

Kepahlawanan telah berkembang menjadi topik populer yang sering muncul dalam berbagai narasi. Banyak pahlawan dalam fiksi sejarah, cerita rakyat, dan film, seperti Raja Arthur dan Hercules, biasanya digambarkan sebagai pria berotot yang diberkahi dengan kekuatan fisik. Penelitian ini bertujuan untuk mengkaji perjalanan tokoh protagonis dalam film berjudul *Free Guy* (2021) karya Shawn Levy. Ada beberapa elemen dalam film yang akan dianalisis, seperti karakter, dialog, aksi, dan setting. Metode penelitian ini adalah metode kualitatif dan menggunakan pendekatan naratif dan non naratif untuk mendukung argumentasinya. Penelitian ini menggunakan teori perjalanan pahlawan yang dilakukan oleh John Campbell untuk menganalisis film dan mengumpulkan data. Temuan dari penelitian ini adalah sutradara film ini bertujuan untuk menggambarkan seorang pahlawan yang berbeda dari karakter pahlawan pada umumnya, yang biasanya dicirikan oleh penampilan fisik yang kuat dan kemampuan mistis.

Kata kunci: Perjalanan Pahlawan, Pahlawan, Karakter yang Tidak Dapat Dimainkan

