

# **CHAPTER I**

## **INTRODUCTION**

### **1.1 Background of the Study**

There are many reasons why someone does something. For examples, someone goes to college because he needs knowledge; someone goes to work because he wants to earn money; etc. The reasons why someone does something are called goals. To reach the goals successfully, someone needs motivation. As stated by Maslow (1970: 201), people are motivated to achieve certain needs, and that some needs take precedence over others. Our most basic need is for physical survival, and this will be the first thing that motivates our behavior. Once that level is fulfilled the next level up is what motivates us, and so on. Thus, motivation gives significant roles in human's life.

Motivation refers, in a general sense, to processes involved in the initiation, direction, and energy of individual behavior (Dickinson, 1996:38). Some people seem to be very successful, highly motivated individuals. The energy, the drive, or the directions come from motivation. In addition, Hilgard (1979:155) states that "motivation is something that incites the organism to action or that sustains and gives direction to action once the organism has been aroused. It means that motives have either an activating or energizing aspect and a directing one." It is true that sometimes someone will have a higher motivation if he is offered by a reward. For example, a student will have a higher motivation to study

when his father promises to give him a car if he graduates soon. However, motivation which comes from within really makes a difference.

Motivation is one of the subjects written in literary works such as novels. One of the novels that tells about motivation is Kawahara Reki's *Sword Art Online*. The novel tells that Kirigaya Kazuto, whose name in the game is Kirito, is trapped inside a game and unable to logout. He is one of the first players to log in to Sword Art Online. Once he and the rest of the players have logged in, they quickly discover there's no way to log out. The only way out as explained by Sword Art Online creator Akihiko Kayaba is to reach the 100th floor of the game's tower and defeat the end-game boss. Also, if you die in the game, you die in real life. Luckily, Kirito meets with fellow players, friends and enemies who helps and motivates him to survive in Sword Art Online.

The writer chooses Kawahara Reki's *Sword Art Online* because of its popularity (The novels are published with more than 16.7 million copies in print worldwide) and writer personal interest as a gamer towards the story inside the novel. Further more Kirito's motivation to survive is chosen as the topic of the study because Kirito's motivation is interesting to be discussed due to the fact that he can survive in the middle of his life or death situation. Kirito is forced into a survival situation and he is going to experience unimaginable stress that will ultimately influence his thinking. The overwhelming amount of stress that a survival situation will produce, and how he response to that stress, will be the determining factor in his ability to survive that situation.

## **1.2 Statement of the Problems**

Based on the background of the study, this thesis is going to answer the following questions:

1. What are Kirito's motivations of survival?
2. What are Kirito's efforts to attain his goal that appears from his motivation of survival?

## **1.3 The Objectives of the Study**

Every study has certain purpose. The purpose of this study is to find Kirito's motivation of survival and his effort to attain his goal that appears from his motivation.

## **1.4 Scope and Limitation of the Study**

The writer chooses a light novel to his topic of his study. There are many kinds of light novel. However, the writer is more interested in Kawahara Reki's *Sword Art Online*. There might be many possible topics to be discussed in this novel. However, to make the discussion more specific, the study is focused on the discussion of Kirito's motivation of survival.

### **1.5 Significance of the Study**

This study is expected to give some benefits to the students of English Department. First of all, this study is meant to encourage the students of English Department to learn more about literature work, especially novels. Next, the students get knowledge about how to analyse a novel through plot based on the character's motivation of survival. The most important thing is that the students will learn worthy values about the importance of motivation to gain success.

### **1.6 The Organization of the Study**

The study is arranged to be discussed in five chapters. Chapter I is the introduction of the study. It presents the background of the study, statements of the problem, objectives of the study, scope and limitation of the study, significance of the study, and organization of the study. Chapter II presents Review of Related Literature. It discusses some theoretical review used in this study: character, plot, setting, motivation, and psychology of survival. Chapter III describes the research method applied in this study. The discussion includes research design, object of the study, instrument, data source, data collection, data analysis. Chapter IV presents the analysis of the topic being discussed. The discussion is divided into four subchapters. The first subchapter discusses the plot of Kawahara Reki's *Sword Art Online*; the second subchapter discusses the setting of Kawahara Reki's *Sword Art Online*; the third subchapter discusses Kirito's

motivation of survival and the fourth subchapter discusses his effort to attain his goal that appears from his motivation of survival. Chapter V is the conclusion of the study. This chapter will discuss the writer's conclusion of the study. The last part of this thesis is bibliography and appendixes. The appendixes are divided into two different parts: The biography of the author, Kawahara Reki and the synopsis of the novel.