

ARCHETYPE ANALYSIS OF THE MAIN CHARACTER IN WINSTON GROOM'S MOVIE *FORREST GUMP*

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Abstract. The distinctive traits of the conduct of the main character in the Forrest Gump movie, such as being both foolish and quick to understand, diligent, cranky, selfish, and subservient, have piqued the researchers' curiosity in delving deeper into his character or personality by utilizing an archetypal approach. This research can educate and assist people to understand human character or personality. The purpose of this study is to explore more about the kinds of archetypes found in the main character of Forrest Gump movie. The researchers applied a qualitative descriptive method in which the exact procedure involved in the research process was known as research design: data gathering, classifying, identifying, and analyzing some monologues and dialogues in this movie contextually and theoretically. The research subject was the main character of Forrest Gump movie. The result showed that from fifteen samples of data, there were five types of archetypes such as persona, ego, shadow, self, and anima. The most common archetype of the main character in this movie is persona. It shows that Forrest portrayed a different personality in public than he is. Anima is the least archetype in this movie and it indicated that Forrest has a feminine image which his submissive nature.

Keywords: Archetype, Movie, Character, Forrest Gump.

INTRODUCTION

Literature is the result of human creative activities or expression through written or spoken language media. Literature signifies a language's or people's culture and tradition. Literature is writing in which expression and form, about concepts of permanent and universal significance, are characteristic or fundamental qualities of literary works. Literary work is a form of literature that considers the written word as the raw material for creating a meaningful image, idea, or tale. Non-dramatic textual works with or without graphics are likewise included in literary works. Poetry, prose,

and drama are all examples of literary works. Drama is writing written to be performed. Aristotle divided between 'drama' and 'epic,' claiming that 'drama' is a stage-specific form. Some dramas were adapted into movies.

The movie is a source of amusement for everyone, including the participants in this study, which makes animated films the subject of investigation in terms of character education values. Pikkov (2010) defines a movie as animation when it is shown in certain forms, such as puppet pictures, to explain the illusion of motion. A movie is a tale or event captured by a camera as a series of moving images and exhibited in a theater or television. A movie is a literary work that is most often discussed from various aspects such as why the movie works, how it works, and what effects it has on people. In literary terms, this is also called literary criticism.

Literary criticism is a method of analyzing, assessing, or evaluating a literary work from multiple perspectives. The evaluation of literary work is known as literary criticism. This involves genre classification, structure analysis, and value judgment (Beckson and Ganz, 1989). Literary criticism is designed to investigate and evaluate the intent or meaning of a literary work in a broader sense, in addition to appraising it. Interpreting, analyzing, and evaluating are the three main activities of literary criticism. There are various theories that critics and readers commonly employ when doing literary criticism such as feminism, structuralism, gender, Marxism, and psychoanalytic theory.

Psychoanalytic Theory is one of the theories that are frequently employed in literary criticism. The academic field of literary criticism or literary theory has historically used psychoanalysis. According to Monte (1977), "Psychoanalytic theories assume the existence of unconscious internal states that motivate an individual's overt actions". The use of psychoanalytic concepts in literary analysis is a relatively new phenomenon, pioneered notably by Sigmund Freud who discusses the psychoanalytic theory of personality, Alfred Adler suggested that every person has a sense of inferiority, as well as Carl Jung discusses archetype.

In a story, an archetype is a symbol, idea, pattern, or character type. The archetypal approach to literature assumes that all humans have a similar response to a set of symbols, images, characters, and patterns. According to Psychologist Carl Gustav Jung, "The concept of archetypes is borrowed from collective unconsciousness," who established the theory in 1964. It is concerned with the fact that all humans have a deep level of the unconscious mind that is concealed underneath the personal psyche. To encourage behaviors that everyone can recognize, archetypal figures emphasize certain characteristic motives. There are the unique characteristics of the main character in Forrest Gump movie such as being foolish and having a quick understanding at the same time, diligent, grumpy, selfish, and also submissive.

The researchers are interested in analyzing more deeply his character or personality by using the archetypal approach. Jung (1981) classified Archetypes in several elements, those are a) self, b) ego, c) persona, d) shadow, and e) anima and animus.

a. Self is an archetype that depicts an individual's combined unconsciousness and consciousness. All other systems surround the self, which forms the focus of the personality. The self-guides the individuation process; parts of creativity in the unconscious are transformed and channeled into productive actions through the self. For example, in the film, *The Odyssey*, the character inside a family, a city, or a kingdom achieves societal peace and harmony when a balance is found between social authority, proper order, intuitive understanding among people, and a shared social sympathy.

b. Ego is primarily associated with human desires. Conscious pictures are those that are sensed by the ego, according to Jung, whereas unconscious aspects have no association with the ego (Feist & Feist 2008: 103). For example, in the talks between Harry and Vernon in *Harry Potter and the Chamber of Secrets*.

Vernon : "I'm warning you. If you can't control that bloody bird, it'll have to go."

Harry : "But she's bored. If I could only let her out for... an hour or two "

Vernon : [after tightening the bars, he glares at Harry, who glares back at him through the window] "You're never going back to that school. You're never going to see those freaky friends of yours again. Never!"

Vernon prohibits Harry from sending a message to his friend and releases his owl in the dialogues. Even though Harry's main wish was to be able to release his owl for a few hours. Vernon then puts iron bars on Harry's window so he can't go to school and play with his friends in the next scene. Although Harry was eager to leave at the time.

c. The public persona/mask is referred to as a persona (particularly masculine). Schultz (1387: 122), This archetype is a mask that people wear in their daily lives to disguise themselves as someone other than who they are. Personas have the greatest influence on people. Adam Adamski (2011) defines persona as an archetype and a personality structure, motivates each individual to adapt to society. Prokopniuk (1998), A well-formed persona is a flexible structure that mediates between human personality and social surroundings, allowing interaction with society while safeguarding individuality. For example, the discussion between Maria Marsol and Jim in the *Jim White in McFarland USA* film.

Maria Marsol : "Jim, the new life science guy. And PE coach, and football."

Jim : "That's right."

The main character Jim is a teacher in the dialogues; he is a new teacher who applies for a position at a public senior high school in the town of McFarland. The first dialogue fragment in which Jim's teaching persona appears, or the introduction of Jim as a teacher.

d. Shadow is the deeper, unconscious self that rarely comes to light, but must be confronted to achieve comprehensive self-awareness. (one's shady or nefarious side) The shadow is commonly referred to as the negative side of a person's personality. One example of a shadow is vengeance against someone. Shadow also has the most powerful effect on humans. For example, Vasco da Gama and

his son Estavio Da Gama appear as shadow figures in the film *Urumi*. They are confronted by a shadow figure who teaches discipline to all who come in the way of their attack.

- e. The "soul image" of a man or woman is Anima and Animus (the negative that makes a composite whole). So, in the male brain, the anima is a feminine image, while in the female psyche, the animus is a masculine image. (Aspect of one's heterogeneity) Anima & Animus, like Persona and Shadow, have the greatest impact on human life. For example, in the film *Snow White and the Huntsman*, the character of Snow White. When Snow White became the head of the rebellion to recover his kingdom, she possessed manly features.

Archetype theory is now widely employed by reviewers, readers, and viewers when critiquing or assessing a literary work, such as a movie. The self, ego, persona, shadow, and anima/animus are some of the fundamental archetypes that people commonly employ when studying a movie. The archetype in another character in a story, such as Lord Voldemort in the *Harry Potter* series and Ravenna in the *Snow White and the Huntsman* film, is an example of the archetype. Previous research has been done to help improve, compete, develop, and stimulate archetype analysis in literary works such as (1) Parinaz Falsafia, Somayeh khosravi khorashadb, Alireza Abedin. 2011. *Psychological Analysis of the Movie "Who's Afraid of Virginia Wolf?" by Using Jungian Archetypes*. Elsevier Ltd, 999-1002. (2) Saeed Yazdani and Zahra Farivar. 2012. *A Study of the Archetype of the Sacrificial Scapegoat in Thomas Kyd's Spanish Tragedy, Shakespeare's Hamlet and Macbeth, and Albee's Who's Afraid of Virginia Woolf?* *The International Journal of the Humanities*, 9 Issue (10): 227-292. (3) Sona Varghese and Arumugam Balasubramanian. 2017. *Carl Jung's Archetypes in Malayalam Film: A Case Study on The Film 'Urumi'*. EDP Sciences. (4) Omeh Obasi Ngwoke. 2020. *The Use of Archetypes in the Drama of J. P. Clark- Bekederemo*. *Research Journal of Humanities, Legal Studies & International Development* 4 (1): 58-74. (5) Raka Adam Pangestu & Defi Julianti. 2021. *An Analysis of Archetype of Main Character Jim White in McFARLAND USA Movie*. *Journal of English Education*, 1 (3): 196-202.

An archetype in a movie has been studied extensively. The manner researchers examine the character or personality of the main character in this study differs from past studies. In this research, the researchers analyzed the dialogue and also the monologue in this movie using Carl Gustav Jung's five archetypes: self, ego, persona, shadow, and anima animus. It includes a discussion of the results, as well as contextual and theoretical interpretations. Researchers are interested in conducting this study since *Forrest Gump* is one of the numerous classic movies from the 1990s that continues to remain popular today.

METHOD

This research uses the descriptive qualitative method as an approach for analyzing the archetype of the main character of *Forrest Gump* movie. According to Pope and Mays,

qualitative researchers look at items in their natural surroundings to find the meanings that those being studied (or subjects) view rather than the researchers', Bram (2013: 25). In collecting data, the researchers have done watched, data gathering, classified, identified, and analyzed some monologues and dialogues in this movie contextually and theoretically. The researcher applied a qualitative descriptive research method with the theory of Archetype according to Carl Gustav Jung as a detailed elaboration. The research subject was the main character named Forrest Gump in this movie. The data in the appendices are intended to assist readers in understanding how this study is conducted.

RESULT AND DISCUSSION

Archetypes are universal symbols, or "primordial images," as Jung describes them. There are instances in the movie that are classified as archetypal subjects, themes, characters, imagery, and circumstances.

NO.	Types of Archetypes	Number	Percentage (%)
1.	Self	2	13,3
2.	Ego	4	26,7
3.	Persona	6	40
4.	Shadow	2	13,3
5.	Anima and Animus	1	6,7
Total		15	100

Table 1 archetypes found in the Forrest Gump Movie

1. Self

a. Time/duration: (02:11:30 – 02:12:08)

The monologue:

Forrest: *"I don't know a mama who right, or it's Lieutenant Dan. I don't know if we each have a destiny or if we are all just floating around accidentally like on a breeze. But I think, maybe it's both, maybe both it happened and got the same time."*

His wife's grave: *(silent.)*

In this dialogue, Forrest visits his wife's grave and says that, after everything he'd gone through, he believed his life already had a destiny, but it just flowed that way as well. It is indicated by the sentence, *"... But I think, maybe it's both, maybe both it happened and got the same time."* He believed that everything that had happened to him or that had happened to him before that point had been a result of him merely following the road that had been set out for him. "Both occur concurrently," he added, "following

the plot or decided by fate." According to the archetypal approach, Forrest possesses the self-type archetype. Self-archetype is an ideal that an individual can never achieve but strives for throughout his life. It is a merger of all aspects of one's personality, a state in which consciousness is extended and components that were before unwanted and displaced are included. The Self is a completely evolved individual who possesses mature wisdom, charity, and comprehensive consciousness.

b. Time/duration: (38:07 – 39:50)

The dialogues:

Jenny : *"You can't keep doing this, Forrest. You can't keep trying to rescue me all the time."*

Forrest : *"They were trying to grab you!"*

Jenny : *"A lot of people were trying to grab me. Just you can keep doing this all the time."*

Forrest : *"I can't help it, I love you."*

Jenny asks Forrest to quit rescuing her all the time in this dialogue. Forrest Gump begins to realize that he adores his best friend, Jenny and that he will go out of his way to help her and do anything for her. It is indicated by the sentences, *"A lot of people was trying to grab me. Just you can keep doing this all the time."* And Forrest's response *"I can't help it, I love you."* According to the archetypal method, Forrest Gump already possesses the self-type archetype. Forrest Gump discovered that he loves Jenny after being with her for a long time since the self signifies the integrated fully comprising mature wisdom and total consciousness.

2. Ego

a. Time/duration: (38:07 – 39:52)

The dialogues:

Jenny : *"You can't keep doing this, Forrest. You can't keep trying to rescue me."*

Forrest : *"They were trying to grab you!"*

Jenny : *"A lot of people try to grab me. You can't keep doing this all the time."*

Forrest : *"I can't help it. I love you."*

Jenny : *"You don't know what is love."*

In the foregoing dialogues, it is clear that Forrest adores Jenny and does not want her to be hit or touched by anyone. Jenny, on the other hand, claims that Forrest has no concept of love. Even when Jenny stated that Forrest is unconcerned and always protects her. It is indicated by the sentence, *"I can't help it. I love you."* Forrest has an ego archetype, according to the archetypal approach. Ego is primarily associated with human desires. Images that are perceived by the ego are known as conscious images. The ego is founded on

awareness and the unconscious's complete content. Forrest's willpower is uncontrollable.

b. Time/duration: (52:48 – 53:38)

The monologue:

Lieutenant Dan : *“God damn it! What are you doing? You leave me here! Getaway. Just leave me here! Get out! Forge about me. Get yourself out! Did you hear what I said?”*

Forrest : *(Forrest just ignored Lieutenant Dan and continued to help him).*

Forrest tries to aid Lieutenant Dan in this dialogue, even after Lieutenant Dan orders him to leave him, but Forrest seems unconcerned. He is certain that what he is doing is correct. It is indicated by the sentences, *“God damn it! What are you doing? You leave me here! Get away...”*. Forrest has an ego archetype, according to the archetypal approach. Because the Ego archetype represents human aspirations, Forrest expresses a great desire to assist Lieutenant Dan regardless of what he is required to do.

3. Persona

- a. Forrest Gump is portrayed as an idiot in this movie. It's because he has a below-average IQ (intelligence quotient). In actuality, he is just another ordinary human being who can do other things and experience emotions that other people do, such as love and despair.

Time/duration: (00:25:28 – 00:26:23).

The monologue:

Jenny : *“He doesn't know any better!”*

Jenny told Billy (his friend) that Forrest was naive about the things they did (sexual stuff) after Forrest slapped Billy because Forrest felt Jenny was in agony in this dialogue. This exchange demonstrates Jenny's belief that Forrest is unaware of the sexual activities that most partners engage in. Forrest never considers the world of love due to Jenny's opinion. It is indicated by the sentence, *“He doesn't know any better!”* In actuality, Forrest did this to protect Jenny and ensure that she did not suffer any harm. He does it because he adores Jenny. Forrest is just an average person who can do other things and feel emotions that other people do, such as love and despair. According to the archetypal method, Forrest is a persona archetype. A persona is a type of mask that people wear to disguise themselves when they interact with others. Even if Forrest is a regular human who understands those topics, the dialogue might be used to identify his persona as a foolish guy with a low IQ. Adam Adamski (2011), Persona, as a personality

structure and as a definition of persona, drives each individual to adapt to a culture.

- b. Forrest Gump is also renowned in this play as an extraordinary person who has won numerous accolades. Even though, in truth, he simply fulfills the requests of others. He is simply doing it diligently or because he is at ease with it. However, the entire world knew him as a truly remarkable individual.

Time/duration: (01:14:04 – 01-14:27).

The monologue:

Forrest : *“Some years later the army decide I should be in all American ping pong team.”*

The army decides to include Forrest in the all-American ping-pong team in this dialogue, and Forrest will be renowned as the all-American ping-pong team player. In truth, Forrest only played ping pong because a fellow soldier encouraged him to do so. It is indicated by the sentence, *“... the army decides I should be in all American ping pong team.”* Forrest Gump's character is a professional player, according to the archetypal method, even though he only plays ping pong to pass the time when he has no employment or friends. Schultz (1387: 122), Persona archetype depicts a mask that people wear in their daily lives to disguise themselves as someone other than who they are. Forrest is publicly known as a genius even though in reality he is not.

4. Shadow

- a. Time/duration: (00:25:46 – 00:26:11)

The dialogue:

Jenny : *“Forrest, stop! Stop it! What are you doing?!”* (Forrest keeps hitting the person who hurt Jenny).

Forrest : *“He is hurting you”*

Forrest was enraged to see Jenny being touched by someone else during this dialogue. When he saw it, he was furious. He confronted the man who had touched Jenny and assaulted him. It is indicated by the sentence, *“Forrest, stop! Stop it! What are you doing?”*. Jenny tries to stop Forrest who keeps hitting that guy. The shadow in that exchange belongs to Forrest Gump's fury personality, according to the archetypal approach. Because the Shadow archetype is defined as one's darker, unconscious self, which rarely arises but must be confronted to fully understand oneself (one's dark or evil side).

b. Time/duration: (01:08:50 – 01:09:35)

The dialogues:

Jenny : *“Forrest, stop! Stop it!”* (Forrest keeps hitting the person who slapped Jenny)

Forrest : *“He should not be hitting you, Jenny!”*

As in the previous dialogues, Forrest was enraged to watch Jenny being treated badly by her buddy, to the point of smacking her. Forrest was so enraged that he shoved Jenny's friend down and then repeatedly struck him. It is indicated by the sentence, *“Forrest, stop! Stop it!”*. The shadow in the exchange also belongs to Forrest Gump's angry personality, according to the archetypal method. The shadow can be a moral issue that affects the entire individual.

5. Anima and Animus

Time/duration: (00:19:56 – 22:05:00)

The dialogues:

The Bad Friends : *“Hey Stupid!”* (while throwing the ball at Forrest).

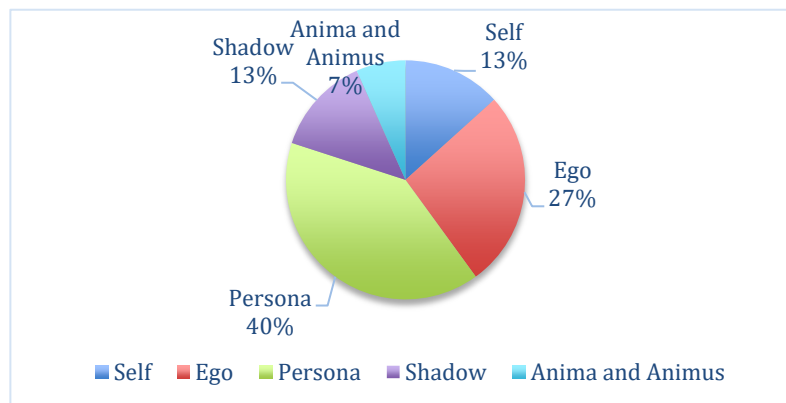
Jenny : *“Wait for it!”* (Jenny said to the boys that throwing the ball at Forrest). *“Run, Forrest, Run!”* (She also ordered Forrest to run so as not to be disturbed by the bad boys).

Jenny, Forrest's best friend, usually tries to defend him from the lads who bully him by advising him to run. As a guy, Forrest must fight or be terrified of the lads who are bothering him. Instead of addressing the talks, Forrest ran and avoided them. It is indicated by the sentence, *“Run, Forrest, Run!”*. This is not following men's fundamental nature. Based on the archetypal method, Forrest Gump can be classified as Anima. Anima is an archetype that expresses how men have a limited number of feminine attributes and how women show masculinity via antagonism. Forrest is a man who represents the feminine side of himself.

CONCLUSION

For spectators, the most engaging aspect of a movie is the character. Using an archetypal approach to study a movie's character might provide a fresh perspective on how the character is described in the plot. Archetype analysis can also assist people in better understanding characters and even themselves.

Archetype is divided into various elements by Jung, including self, ego, persona, shadow, anima, and animus. In the Forrest Gump movie, all of the archetype components above are present in the Forrest character.

Figure 1 results of archetype in *Forrest Gump* Movie

The most distinguishing feature of a story's main character is his or her persona. Persona is defined as the public persona/mask in the Archetype. Forrest Gump, the main character in the movie studied by academics, exhibits several characteristics that describe him as a persona archetype. Because of his low IQ, Forrest is thought to be a stupid person, even though he is just an ordinary human who can do other things and feel things that other people do, such as love, happiness, grief, and so on. Forrest demonstrates that he has a large public persona/mask.

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