

**THE ASPECTS OF FANTASY ON
“THE CHRONICLES OF NARNIA: PRINCE
CASPIAN” A NOVEL BY C.S LEWIS**

Dina Oktaviani ¹
Yuniar Fatmasari ²

¹ the Graduate of English Education Study Program
Universitas Peradaban Bumiayu – Brebes
Email: dinaa93@gmail.com
Phone: +62 858 9414 5886

² the Lecturer of English Education Study Program
Universitas Peradaban Bumiayu – Brebes
Email: yuniarefes@gmail.com
Phone: +62 821 3855 0007

Abstract

This study related to the aspects of fantasy: the characteristics, functions, and kinds of fantasy. The aims of this thesis are to describe the characteristics, functions and kinds of fantasy realized on Lewis' *The Chronicles of Narnia: Prince Caspian*. To answer the question, the writer uses Brian Stableford theory about fantasy. This thesis uses descriptive qualitative approach. The findings show that based on its aspects, the novel belongs to fantasy literature. The aspects are such as the characteristics, functions and kinds. The characteristics found are story, common

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characters, evocation of another world, the use of magic and supernatural power, a clear sense of good and evil, and quests. The functions found are fantasy escapes reality, fantasy creates reality, and fantasy reflects reality. The kinds of fantasy found are heroic, High, and portal fantasy. To conclude it, this novel actually meets the aspects of fantasy literature.

Keywords: *The aspects of fantasy, Characteristics of fantasy, Functions of Fantasy, Kinds of Fantasy, The Chronicles of Narnia: Prince Caspian*

A. Introduction

Literature is an imaginative world that is the result of the author's creation after reflecting on the social environment his life. Literary works are the result of imaginative works that are very useful for life. Literary works provide awareness to the reader about the meaning of life, even if only depicted through the form of fiction, literary works are also able to provide inner satisfaction. They can also be used as a means of pouring content heart and mind in artistic writing. Through literature, readers can learn life. Literature is the jotting or study of books valued as workshop of trades which can be divided into three stripes; they are prose fabrication, poetry, and drama (Wellek and Warren, 1997: 303). Prose fiction includes novel, short stories, romances, parables, myths.

The Chronicles of Narnia is a series of fantasy novels by C.S Lewis which consists of seven books and is intended for children. This book was published on October 16, 1950 in the United Kingdom. The story of this series revolves around the adventures of humans, also called sons of Adam and Daughters of Eve, into the history and nature of Narnia. In that land, animals

could speak, magic was common place and good fought against evil. The reason why C.S Lewis wrote *The Chronicles of Narnia: Prince Caspian* is because he was inspired to write from many sources. One major influence was his own experiences as a child and his love of fantasy literature. Lewis is also inspired by the myths, legends and stories of various cultures, which he used to create the rich and varied world of Narnia. The writer prefers the Prince Caspian series because this novel is more famous and longer than the other Lewis novel. In this novel there are also numerous sentences that contain more difficult fantasy elements making them interesting to study. This novel is included as children literature.

Fantasy can make a difference in how we see things. Think about how the views of young people and adults differ. The adults kept going, while the young left something unexplored. They looked and asked. They know that the world is filled with wonderful things, and their curiosity drives them. They believe that many things are possible. By providing literature that illuminates the imagination such as fantasy work, we may be able to help children master their curiosity, keeping their minds flexible so that they can stretch and conceptualize what seems far from common sense (Lukens, 2003: 12). Studying fantasy literary work also will help the reader to identify the characteristics, functions and kinds of fantasy in the novel so that the reader will be able to confront it with reality not only to the children but also adult as reader.

B. Literature Review

According to Zoest (1990: 10), in literature, fantasy is defined as an imaginative fabrication dependent for effect on freshness of setting (similar as

other worlds or times) and of characters (similar as supernatural or unnatural beings). Fantasy is also generally considered to be a kind of hunt stories, those stories in which there is a trip being accepted by the characters in some fashion.

1. Characteristic of Fantasy

According to Stableford (2005: 17-22), to characterize a work as fantasy literature, there are six traits which must present to some degree. Those are story, common characters, evocation of another world, use of magic and supernatural, a clear sense of good and evil, and the quest.

a. Story

Story is a narrative storyline, events, embodiment of characters into living beings who perform actions and whose actions have an effect. Stories in literature try to free the imagination, giving it time to live in another world. In fantasy, the story captivates the reader as well as drives the work, providing action, encounter, despair, and resolution.

b. Common Characters

The second feature of fantasy literature is the use of common characters. That is, the central character of the story has the same characteristics. They must be one of the readers. Even though the characters are not human, they are like the reader so it is easier for the reader to see himself or herself in the action.

c. Evocation of Another World

A world in fantasy is necessary for fantasy characters to live, move, and have existence. Characters face the same terrors, choices, and dilemmas that readers do. This world was created to enable us to face more openly and often overlooked spiritual realities.

d. The Use of Magic and Supernatural Power

Magic and the supernatural are terms used interchangeably to connote the existence of powers whose origin and nature are beyond human knowledge or common experience. Magic is defined as the art of controlling events by pretending to use magical powers; magic; primitive superstitious practices based on belief in supernatural agents.

e. A Clear Sense of Good and Evil

In fantasy study, there are two characters that stand out namely the power of good and evil, and there is something that is right and something that is wrong. One must act in order to see the recognition easily. The act itself may be committed in great pressure and query, but it is only by acting that one arrives at certainty.

f. Quests

The most important characteristic of fantasy is that fantasy is always marked by a quest. The hunt is generally a spiritual or religious undertaking, with its grave or serious nature differing with what may well be frolic in the adventure. It is always marked by a sense of struggle, of imminent or factual peril in which all of the character's will and power will be called forth in order to push on.

2. Function of Fantasy

Fantasy serves as a primary explanatory tool that has provided meaning and insight to millions of readers. Fantasy is imaginative fiction that allows us to explore the great mysteries of life without being limited by size, time or space. According to

Stableford (2005: 23-25), there are three functions of fantasy. It is as follows:

a. Fantasy Escapes Reality

In this aspect, fantasy is the complete opposite of reality. In *Prince Caspian*, the children are literally escaping a real-world threat when they enter the portal that drive them to another world and discover Narnia. The recrimination of “fantasy as performance” is that fantasy gives us what is not real.

b. Fantasy Creates Reality

In order to suspend disbelief, fantasy must have an internal logic that we can understand, even if it is not 'real'. Contrary to popular belief that anything can happen in fantasy. The rules add to the sense of fantasy.

c. Fantasy Reflects Reality

In this aspect, they show that fantasy world in this novel is called *Narnia*, it is a reflection of the real world because fantasy can be created because the existence of the real world. A reflection is a strange thing: it's the same, but opposite, and it cannot exist without the original; the original generates the reflection.

3. Kinds of Fantasy

The genre of fantasy contains a number of subgenres; descriptions of strips are useful to the general reader insofar as a kidney recognizes common rudiments of works. According to Stableford (2005: 26-34), there are several kinds or subgenres of Fantasy. They are as follows:

a. Angelic Fantasy

In Judaic, Christian, and Islamic scripture, angels are godly coriers messengers. According to colorful apocryphal textbooks,

some were expelled from heaven after a rebellion led by Lucifer, therefore getting “fallen angels.” Some Christian sects assert that every human is attended by a “guardian angel.”

b. Animal Fantasy

A story with characters that include living animals credited with the ability to communicate with others of their own species, and sometimes members of other species, but usually not with humans.

c. Classical Fantasy

Fantasy based in Greek and Roman mythology. The earliest surviving Greek literature, including Homer’s epics and Hesiod’s *Theogony* (c725 BC), already treat the gods as fantastic allegorical figures rather than objects of religious faith, and the adventures of fabulous icons as fantastic stories.

d. Contemporary Fantasy

A subgenre of fantasy which including fantasies set in the present rather than the past or future in which posits that magical creatures are hidden amongst us, but the term “contemporary fantasy” is usually used in a narrower sense.

e. Dark Fantasy

A term occasionally used as a cover for “horror,” although it’s further useful as a description of nebulous subgenre of stories that incorporate radiments of horror fabrication into one or other of the standard formulas of commodified fantasy.

f. Heroic Fantasy

It is a subgenre of fantasy which chronicles the tales of heroes in imaginary lands. It centres on a conquering hero, or band

of heroes; yet it often turns the genre's heroic trope on its head, with forgivable villains and deeply flawed protagonists.

g. High Fantasy

It is a subgenre of fantasy that is set in invented or parallel worlds. It is the heart and essence of the genre. It is defined as fantasy fiction set in an alternative, entirely fictional or secondary world, rather than the real, or primary world.

h. Historical Fantasy

It is the genre's answer to historical fiction historical events that occurred at a certain time in this world can be the background of this kind of writing combined with various elements of fantasy in it.

i. Low Fantasy

Low fantasy stories are happened in the real world. This fantasy is set in primer world. This is very different from high fantasy which has a story in fictitious world. The word "low" refers to the position of elevation of traditional fantasy rudiments within the work, and is not any sort of remark on the work's quality.

j. Portal Fantasy

A subgenre that employs a story in which transitions occur between the primary world and a secondary one. A portal can be interpreted as an object as a gate to another world which is usually a fantasy world. For examples tunnels, wardrobe, trees, or paintings can be portal to other worlds.

C. Method of Investigation

The writer uses descriptive qualitative method. The source of the data is Novel entitled *The Chronicles*

of Narnia: Prince Caspian by C.S Lewis. To collect the data, First, reading the novel carefully. Second, underline the sentences or phrases related to aspects of fantasy such characteristics, function and kinds. To analyze the data, The first step is the writer reads carefully the novel, the second are identifies the sentences that containing of the aspects of fantasy, third is categorizing sentences that have been identified based on the aspects of fantasy and adjust to the classification, forth is analyzing whether they belong to which category of characteristics, which functions belong to and which type of fantasy, the fifth is describe the analysis in each identification by the writer's interpretation, the last step is describing conclusion based on the result of the analysis that has been found.

D. Findings and Discussion

There are total of 51 quotes consisting of 39 characteristic of fantasy, 6 quotes of function of fantasy, and 6 quotes of kinds of fantasy.

1. Characteristic of Fantasy

The Chronicles of Narnia: Prince Caspian has all of six those characteristics of fantasy. There are total of 39 quotes which are identified as characteristics of fantasy. There are:

a. Story

There are total 11 quotes on story on *The Chronicles of Narnia: Prince Caspian*. 4 quotes on orientation, 4 on complication, and 3 quotes on resolution.

b. Common Characters

There are total 10 quotes on common characters *The Chronicles of Narnia: Prince Caspian*.

- c. Evocation of Another World

There are total 5 quotes on evocation of another world on *The Chronicles of Narnia: Prince Caspian*.
 - d. The Use of Magic and Supernatural Power

There are total 5 quotes on the use of magic and supernatural power on *The Chronicles of Narnia: Prince Caspian*.
 - e. A Clear Sense of Good and Evil

There are total 2 quotes on a clear sense of good and evil on *The Chronicles of Narnia: Prince Caspian*.
 - f. Quests

There are total 6 quotes on quests on *The Chronicles of Narnia: Prince Caspian*.
2. Functions of Fantasy
- The Chronicles of Narnia: Prince Caspian* has all of three those function of fantasy. There are total of 6 quotes which are identified as functions of fantasy. There are:
- a. Fantasy Escapes Reality

There are total 2 quotes on Fantasy Escapes Reality on *The Chronicles of Narnia: Prince Caspian*.
 - b. Fantasy Creates Reality

There are total 2 quotes on Fantasy Creates Reality on *The Chronicles of Narnia: Prince Caspian*.
 - c. Fantasy Reflects Reality

There are total 2 quotes on Fantasy Reflects Reality on *The Chronicles of Narnia: Prince Caspian*.
3. Kinds of Fantasy
- The Chronicles of Narnia: Prince Caspian* has three kinds of fantasy of those ten kind of fantasy which is this novel included heroic, high,

and portal fantasy. There are total of 6 quotes which are identified as kinds of fantasy. There are:

a. Heroic Fantasy

There are total 2 quotes on Heroic Fantasy on *The Chronicles of Narnia: Prince Caspian*.

b. High Fantasy

There are total 2 quotes on High Fantasy on *The Chronicles of Narnia: Prince Caspian*.

c. Portal Fantasy

There are total 2 quotes on Portal Fantasy on *The Chronicles of Narnia: Prince Caspian*.

E. Conclusion

C.S Lewis in *The Chronicles of Narnia* pays attention to his fantasy side in another world. *The Chronicles of Narnia: Prince Caspian* is an imaginary story about four siblings who enter a magical world called Narnia where in that world they become heroes and are appointed kings and queens of Narnia who are highly respected by the Narnians. Lewis in this novel shows very strong fantasy aspects set in a place in the world of imagination. By writing fantasy stories, Lewis wants to provide a different experience and help readers especially children, hone their creativity without any limitations. Lewis also believes that the various kinds of conflicts faced by characters can help them to think critically in dealing with problems in real life. It can be concluded that fantasy is a literary genre where we can learn to solve problems and moral judgments. The help of magic and animals that can talk can be considered as a parable that many things that seem impossible can be realized in this world. The storyline and surprises in the plot can trigger us to be

more open minded. This is because we will not be afraid of new things, new acquaintances, and new cultures as depicted in novels.

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