

Archetype and Hero's Journey in Herman Hesse's Demian

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Abstract

This study aims to analyse the contributions of archetypes in Emil Sinclair's journey and illustrate the stages he has gone through during his journey. Archetypal and Hero's journey by Joseph Campbell are the theory used to analyse this study. It focuses on the textual information on the novel which made this study a descriptive qualitative study. The primary data is taken from *Demian* by Herman Hesse and journal articles as supporting data. The main focus of this research is Emil Sinclair's Journey in finding his true identity. The mechanism of this study is by analysing the contribution of Archetypes on Sinclair's journey with the Archetypal theory and what stages Sinclair has gone through on the Hero's Journey stages. The results of the analysis show that five archetypes contributed to Sinclair's journey. Sinclair is a representation of a hero while the Mentor and Herald provide support and strength to Sinclair during their adventures. The rest provided a challenge for Sinclair to learn to understand his life and be confident in his abilities. The research also found that Sinclair underwent three stages and twelve phases based on understanding the hero's journey. Through the contribution of the archetypes and the stages that Sinclair had in advance, it can be concluded that each archetype has a significant role in the stages of Sinclair's journey to help him reach the end of the story and find his true identity.

Keywords: Hero's Journey, Archetypes, Self-identity, Journey Stages.

Abstrak

Penelitian ini bertujuan menganalisis kontribusi dari arketip pada perjalanan Emil Sinclair serta mengilustrasikan tahapan yang telah ia lalui selama perjalanannya di dalam novel ini. Archetypal dan Perjalanan pahlawan oleh Joseph Campbell adalah teori yang digunakan untuk menganalisis penelitian ini. Penelitian ini berfokus pada informasi tekstual dalam novel yang menjadikan penelitian ini sebagai studi kualitatif deskriptif. Data utama diambil dari *Demian* oleh Herman Hesse dan artikel jurnal sebagai data pendukung. Fokus utama penelitian ini adalah Perjalanan Emil Sinclair dalam mencari jati dirinya. Mekanisme penelitian dilakukan dengan menganalisis kontribusi Arketipe pada perjalanan Sinclair dengan teori Archetypal serta tahapan apa saja yang telah Sinclair lalui pada teori Hero's Journey. Hasil dari analisis menunjukkan bahwa ada lima arketipe yang berkontribusi pada perjalanan Sinclair. Sinclair menjadi representasi dari pahlawan. Sementara Mentor dan Herald memberikan dukungan dan kekuatan untuk Sinclair selama melalui petualangannya. Sisanya memberikan tantangan untuk Sinclair agar dia belajar memahami kehidupannya dan yakin dengan kemampuannya sendiri. Penelitian ini juga menemukan bahwa Sinclair mengalami tiga tahapan dan dua belas fase berdasarkan pemahaman perjalanan pahlawan. Melalui kontribusi arketipe dan tahapan yang telah di lalui Sinclair, dapat disimpulkan bahwa setiap arketipe memiliki peran yang signifikan terhadap tahapan-tahapan perjalanan Sinclair untuk membantunya mencapai akhir cerita dan menemukan jati dirinya.

Keywords: Perjalanan Pahlawan, Arketipe, Jati diri, Tahapan perjalanan.

INTRODUCTION

Nearly all literary works, such as poem, novel and drama deal with the main character's journey as a hero. Some of them are related to the theme of the search for identity. In literature's world, relationship between the hero's journey and searching identity of the main character is not a new theme. In this study, the authors use Joseph Campbell's monomyth of the Hero's journey to describe travel and recovery from the Hero's life. Campbell draws on the conscious and unconscious themes found in myths and legends to create a metaphor of the heroic human struggle for growth

and transformation (Lawson, 2005). It describes that Archetypes are presented as an important part of the Hero's journey to begin and complete his life's achievements. Campbell described a series of challenges that the Hero must face while completing his journey. How Hero responds to his journey and what he learns about himself and others along the way is based mainly on the achievement of his journey. A journey is a vehicle, or opportunity, for personal change, psychological growth, and psychospiritual transformation (Bray, 2018).

Meanwhile, Hero's journey was first introduced by Joseph Campbell in his seminal book, *The Hero with a Thousand Faces*, the hero's journey is found in myths all over the world and populated by archetypal characters who represent universal human qualities (Ascough, 2018). Hero's Journey was Campbell's all-embracing metaphor for the deep inner journey of transformation that heroes in every time and place seem to share (Vogler, 2003). Campbell mentions that there are seventeen stages in hero's journey and seven archetypes which has function to understand the meaning or purpose of each character expressed implicitly and explicitly by the author (As-syauqi, 2017). In this study, the writer will discuss the contribution of the archetypal character in Emil's Journey and illustrating the journey stages of Emil as a Hero to find his self-identity.

The Campbell template was applied to Herman Hesse's *Demian* in this study to show how the hero's journey can be used to analyze the contributions of archetypes and the stages of an adventure of the hero's journey. *Demian* is one of the literary works written by a famous German writer, Herman Hesse, in 1919. This novel tells about the life of the main character, Emil Sinclair, along with the problems he experienced. As a protagonist, Emil experiences physical and mental upheaval while living his childhood and adolescence. He became friends with an eccentric and somewhat mysterious young boy named Max Demian. His life began to change after knowing Demian. This Nobel-winning novel is familiar with the search for identity, dreams, mythology, and psychological problems.

Herman Hesse's *Demian* is used as the study object because this book has an interesting storyline and also steals the reader's attention because of the greatness of the writer telling a unique chronicle of the main character's journey on the winding, treacherous road toward maturity. Moreover, *Demian* is a novel of individuation par excellence, the stages of the journey to self-realization are the various chapters produced by the unconscious. With each one of them in turn does Sinclair identify himself, and in each does he recognize an aspect of his own soul, thus assimilating and integrating the projections of the unconscious (Maier, 1999). *Demian* described Sinclair's personal journey to a sincere understanding of his deep inner self. This novel has a thick theme of the search for identity. Emil Sinclair as the main character becomes aware of himself after going through various stages and encountering various human characters. That stimulate Emil's Changing in the end of the story.

Emil has gone through many critical stages during his journey, and the contribution of the archetypal character also plays a significant role

for him in completing his journey and helping to find what he is looking for. In this study, the writer uses the hero's journey and archetypes by Joseph Campbell to analyze the topic of the journey of the main character while finding his identity.

METHOD

The data source used in this study is a literary work. The writer uses reading the novel, quoting, and classifying data based on proposed questions to analyze the problem. The first step is reading, including highlighting and understanding every problem or moment in the novel. The next step is collecting the data, the data are dialogues, opinions, and actions based on the novel, which will be classified based on the problems of this study. The data that has been obtained will be used for analysis. Campbell's Archetype is used to analyze the archetypes contribution to Emil's journey in finding his self-identity. The Hero's Journey stages also used to help analyze what stages he has taken during his journey while searching for his self-identity.

Archetype

Archetypes itself is models of people, behaviors, or personalities and archetypes were inborn tendencies that play a role in influencing human behavior (Jung, 1980). Archetypes itself has function to understand the meaning or purpose of the characters expressed implicitly and explicitly by the author (As-syauqi, 2017).

Joseph Campbell in his book, *The Hero with Thousand Face* said that archetypes are structuring patterns of the human psyche and that archetypes are structuring patterns of the human psyche (Campbell, 1968). Archetypes describe the function or role a character plays in a story. The characters in terms of their archetype will allow you to see whether they're pulling their weight, or if they're useless extras (Winkle, 2014). Joseph Campbell has mentioned about several archetypes that related to hero's journey in a literary work such as:



Figure 1.1: Archetypes Model

Source: <https://multicuriouslife.wordpress.com/2018/06/11/the-archetypes-the-8-types-and-who-they-are/>

The Hero's Journey

A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man (Campbell, 1968) as a definition of the hero's journey as a pattern or structure in literary work. It then become the concept of that focused on symbols, signs, and myths which represent in the characters, called as archetypal criticism (As-syuqi, 2017). In his book, Campbell split the hero's journey stages into three chapter and seventeen stages, namely;

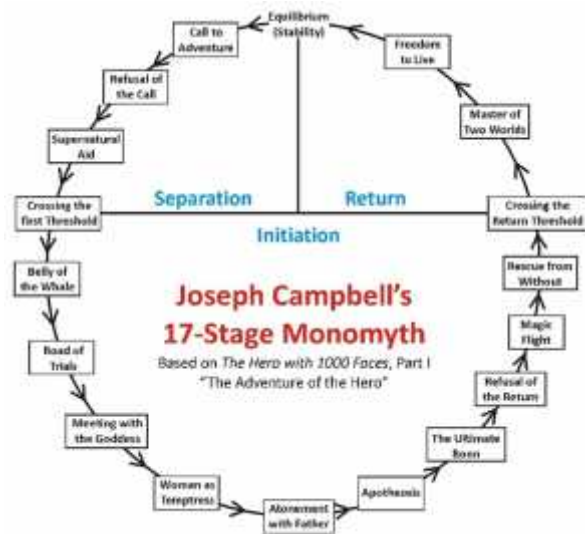


Figure 1.2: The Hero's Journey Model

Source: <https://mediakron.bc.edu/avatar/joseph-campbells-monomyth>

DISCUSSION

A. The Archetype of *Demian*

In this chapter, the seven archetypes based on Joseph Campbell's understanding will be analyzed by comparing related scenes or dialogs in *Demian*. This study also will reveal that archetypes not only can be identified from the human characters but creatures, moments, and symbols may also be archetypes that contribute to Emil's journey in finding his self-identity. These scenes or dialogs help this study to identify characters, creatures, moments, or symbols in Emil's attempt to find his self-identity.

The Hero is usually the main character who finally separated from their ordinary world to travel and answer the challenge for themselves. The hero can be anything who has experienced the battle with their past personal and achieve what they want, usually human forms (Campbell, 1968). As the story of the novel started, a character named Emil Sinclair was introduced as a main character

who attempts to find his true identity. Sinclair felt dubious about the world he had to follow, whether the light world or dark world. It then becomes the beginning of Emil's Journey that he must determine which world he must follow and the fact that this novel is about his life's journey reinforces that Emil Sinclair is a representation of The Hero.

I begin my story with an experience from the time I was ten years old – (Demian, 2000, Pg. 3)

The technique that Hermann Hesse uses in introducing the character to this kind of method can be called as bildungsroman, where it directs the reader to personal enrichment on Sinclair's journey from childhood to a higher level of maturity. *Demian* also deals with a young or naive Emil's growth and development into maturity, the form traces the journey of the protagonist from adolescence to adulthood.

Mentor role is to guide the hero while achieving what his are looking for. The hero meets the Mentor to gain confidence, insight, advice, training, or magical gifts to overcome the initial fears and face the threshold of the adventure (Rahman, 2014). Sinclair won't do his journey without anyone's help when he decides to accepts the challenge to start a journey. Sinclair met two *Mentor* figures who influential in guiding and helping him. The first mentor is a transfer student named Max Demian. Sinclair then befriends with Demian after he has succeeded in making Franz Kromer stop bothering and bullying him.

Demian had accustomed me to look on, and to interpret the stories and the articles of faith in a freer; I always followed the interpretations he suggested to me gladly and with enjoyment – (Demian, 2000, Pg. 38)

Sinclair stating that Demian makes him admit whatever he said with an interpretation that differed from the views of most people, this then gives the impression that Demian had influenced Sinclair a lot. In this case, Sinclair always follow the interpretations Demian suggests to him gladly and with enjoyment. The mentor's duty to guide the hero, but he also has success in Emil's mind by interpreting things with different views that make little Sinclair amazed.

Another mentor whom Sinclair met on his journey is a man he met at a church, Pistorius. Pistorius's role maybe does not as crucial as Demian, but he had guided Sinclair a lot. Pistorius appeared in the middle of the story when Sinclair lost Mentor's role because Demian was not with him. Then Sinclair learned a lot from Pistorius.

His office, perhaps, was to help guide people to themselves, as he had done for me. – (Demian, 2000, Pg. 83)

Sinclair tells about how Pistorius has succeeded in guiding him to himself. Hesse tries to give a depiction to the reader that, a guide will escort someone to a particular destination. Instead of a destination place, Hesse uses "Themselves", which means he proposes to show how a mentor tries to escort someone to continue to search for and questioning themselves until the person has found his own identity.

Herald can make appearances anytime and anywhere during the journey, but it usually appears at the beginning of the story to announce the challenges the hero will face (Vogler, 2003). In *Demian*, there a scene where Demian tells a possibility of how the story of Cain (Referring to Cain and Abel) can be understood from a different perspective. Sinclair is a son of a religious family, and they are committed Christians. Referring to the teachings of Christianity, the story of Cain and Abel is the story of two sons from Adam and Eve who later known that Cain killed Abel because he felt jealous. God then said unto him, therefore whosoever slayeth Cain, Vengeance shall be taken on him sevenfold. And the God set a 'mark' upon Cain, lest any finding him should kill him (Genesis 4:15, Douay-Rheims Version).

This matter of Cain, the murder, and the mark was the point of origin of all my attempts at gaining knowledge, formulating doubts, and examining things critically – (Demian, 2000, Pg. 20)

Demian says that Cain's mark is not something terrible, the only reason why it is seen as bad by people is because of the fear. Demian then tells that Cain's mark should be a privilege and a sign of courage. Demian's thoughts, which he uttered to Sinclair concerning the story of Cain, murder, and the "mark" then become a starting point for Sinclair to begin to understand things with a critical mind as Demian did and represents the *Herald* archetype.

The shapeshifter is there to ask questions and deceive the hero, making them doubt what they had gone through. mask misleads the hero by hiding a character's intentions and loyalties (Vogler, 2009). In the middle of the story, Knauer trying to approach him and says many things to Sinclair. Knauer believes that Sinclair has magical abilities that make him able to understand the mystical and spirit world. Knauer then conveys Sinclair that he sees something special about Sinclair and asked for his help to guide Knauer to understand himself better.

I became taciturn and felt humiliated because someone was seeking advice from me and I had none to give. – (Demian, 2000, Pg. 76)

All the questions Knauer said makes Sinclair doubt his abilities and unsure of himself. Sinclair felt that he still did not have the ability, strong knowledge, or a valuable experience to be able to help and guide someone. Sinclair's attitude shows that Sinclair is not a person who easily to give advice or guide someone before he feels an experience that can be used as a lesson for. Sinclair's situation of being unable to help giving Knauer advice, makes Sinclair feel useless. Knauer's presence then makes Sinclair feel that his has not been able to help others and Knauer then represent *Shapeshifter* archetype because

Shadow archetype has the function to challenge the hero and teach him a lesson also represents a dark side, unexpected, anger, and rejected qualities (Wicaksono, 2019). In the middle of Sinclair's journey to find his true identity, he had parted ways with Demian because Sinclair decided to go to a male dormitory and makes him feel haunted by feelings of solitude without Demian. The Mentor who has guided him is gone and he feels that he cannot control himself. In this situation Sinclair felt that he could not live without guidance from Demian.

I was afraid of being alone for long periods; I stood in fear of the numerous tenders. One thing I missed above all – a friend – (Demian, Chapter four, Pg. 49)

Sinclair's life becomes chaotic because his Guide is no longer with him. Sinclair then begins to changes, he becomes a drunkard and often goes to the tavern. Sinclair completely lost his way and needed Demian's guidance to continue his life. Sinclair is in the lowest situation in his life, where his life begins to change drastically. A feeling of solitude without Demian become something that Sinclair is afraid of. This feeling of fear makes Sinclair feel a deep loneliness. At the end of the sentence, Sinclair said the word "a friend", this word is believed to refer to Demian, someone who Sinclair could not live without. Sinclair's chaotic life due to the loss of Demian as his guide represents the *Shadow*.

B. Emil's Journey in Demian

This chapter provides evidence of the stages of Emil Sinclair's Journey as a hero to Herman Hesse's *Demian*. This study uses the hero's journey stages by Joseph Campbell to explain the stages of Emil's journey to find his self-identity. Scenes and dialogues in *Demian* will be used to support identifying the stages in Emil's journey.

Separation/Departure

Departure is the first stage of Campbell's hero journey where he hero departs from the world they know, leaving their home, a family for strangers (Leopold, 2019). Departure also shows the background of the hero lives. In *Demian*, Emil Sinclair is a boy who lives between two different worlds, light and dark world. Sinclair describes light world a place where his religious parents raised him with devoted Christian teachings. As for him, dark world contains everything that is not under what religion and his family teaches.

the first phase in Departure is **Call of adventure** where the hero gets the announcement to start the adventure in the special world. Call to adventure may appear in many forms: fantasies, dreams, visions or anything else (Wicaksono, 2019). In *Demian*, this phase happened when Sinclair met with Franz Kromer. His life has changed slowly since he meets with Kromer whose known as a boy from a family that famous is with a bad reputation.

I made up an elaborate tale of thievery, making myself the hero. I took refuge in this story from the dangers of the moment – (Demian, 2000, Pg. 6)

When Sinclair was ten years old, he often played with Kromer. He then makes a story about lying theft that he never did just to impress Kromer. He then felt satisfied after lying to his friends. Because of Sinclair's fake theft story and meeting with Kromer, then become a starting point for him to slowly enter into dark world. Therefore, His experience identical to the initial call of Emil to participate in an adventure illustrated by Sinclair's lies, which then leads him to the dark world.

The hero often may refuse the call to adventure because of many factors. **Refusal call** is where the hero ignores the call given to him. Refusal does not imply the end of the journey but an extra phase that the hero may or not take (G Palacios, 2019).

My condition in that period was a sort of insanity. I was living as frightened and tormented as a ghost – (Demian, 2000, Pg. 15)

After falling into a lie, Sinclair slowly enters dark world. Hesse mentions "Insanity" (Pg.15) as Sinclair's self-frustration because he has entered the new world, then he felt tortured by what he experienced. In this situation, He is not a subject but an object asking for help to be saved from suffering and fear after entered dark world, Kromer's arrival in his life represents the dark

world. This scene represents Sinclair's refusal of the call to begins his adventure in dark world.

Supernatural Aid is the phase where the hero meets someone that can guide him in his journey. That person then will become their mentor and give them what they need to overcome fear and start an adventure (Vogler, 2009). Mentor provides guidance and insight for the hero to start his adventure. In *Demian*, this phase happened when Sinclair meets Demian for the first time. Later known that Demian caught Sinclair attention because he feels that Demian different from other kids

In the midst of our childish crowd, he moved about like a stranger, as mature as a man or, rather, a gentleman. The only thing about him the rest of us liked was the self-confident, – (Demian, 2000, Pg. 16)

Demian made a deep impression for Sinclair. Hesse depicts Demian as a mature boy compere to his peers. Hesse also describes Demian's maturity by his firm and confident way of speaking which make Sinclair even more curious with him. Demian also had saved Sinclair from Kromer's pressure. He gives Sinclair a lot of new knowledge and had influenced Sinclair's thought a lot.

The hero will be tested whether he is worthy to enter the special world facing the guardian figures that may appear and block the hero's path (Campbell, 1968). **The crossing of the first threshold** is the phase when hero has the availability of changing his quality and attitude to adapt to his new world. After meeting Demian, Sinclair learned many things that could be seen from different perspectives.

It was not into the Church that I was now ready to be received, but into a select society of thought and personality which had to exist somewhere on earth (Demian, 2000, Pg. 41)

Sinclair indirectly said he is willing and ready to cross into a new world that he does not know at all. "into something quite different" (Pg. 41) refers that Sinclair ready to be accepted to the group of people who have different thoughts and personalities like Demian did. In other words, these people are referring to a community that Demian belongs to. Therefore, it can be concluded that Demian has succeeded in influencing and guiding Sinclair to accept his call of adventure and dares to change his attitude to enters the dark world.

Hero will be faced with several challenges and tests that must be passed by the hero in **Belly of**

the Whale (Campbell, 1968). One day's Sinclair moves to a male dormitory and Separated with Demian. After he influenced Sinclair and changed his life, Sinclair now completely changed. Sinclair later lost Demian as a mentor figure.

I, who was proud in mind and shared some ideas with Demian! that's how I looked, an outcast, drunk and filthy. It was with disgust and rage that I still heard my own laughter, a drunken. that's who I was! – (Demian, 2000, Pg. 47-48)

Sinclair's activities in his new environment became out of bounds after his separation with Demian. He becomes a drunkard and goes to the tavern. In this transition, he was abandoned by Demian, making he loses direction during his journey. He then feels lonely and pessimistic achieving his goals.

Initiation

After passing through a sequence departure stages the hero must move to the further stages of curiously fluid, ambiguous forms, wherein these stages he must survive a set of trials (Campbell, 1968). This stage shows that Sinclair fully enters the new world to complete his quest and signifies that he is starting to be tested for his strength and commitment to his goals.

The meeting with goddess is the phase when the hero meets a female figure who will touch his heart, help the hero on his journey and 'affection' to gain morale and supports (Campbell, 1968). Sinclair went through the toughest days in his new environment then he accidentally met with a beautiful girl named Beatrice. She attracts Sinclair's attention and makes him liked Beatrice for the first sight.

The impression she made was stronger than on my prior occasion, and the influence this infatuation had on my life was powerful – (Demian, 2000, Pg. 51)

Beatrice has brought a significant change for Sinclair. He becomes excited and begins to abandon lousy behavior, Beatrice's strong charisma had succeeded helping Sinclair to rife from his downturn. The influence of his madness on Beatrice made Sinclair realize the right way in his journey to find self-identity.

Atonement with father is where the hero meets with a father figure who provides support and strength for him (Campbell, 1968). The hero takes the fight against the figure of father which symbolizes the power or authority that dominates the hero. In *Demian*, this happens when Sinclair meet with Pistorius, a mentor when Demian left

him. One day, he felt a feeling of rejection of Pistorius as his mentor.

God had spoken to me through him. From his lip dreams had come back to me. And now, I gradually felt increasing resistance of him. – (Demian, 2000, Pg. 81)

"God had spoken to me through him" (Pg. 81) interprets that Sinclair believes Pistorius could provide support and strength for him through the words he said. Because of Pistorius, Sinclair then returning has the courage to continue his journey. However, Sinclair feels sincere rejection of Pistorius for all of knowledge and advice from him. He gradually felt Pistorius' words were too instructive, does not fully understand all parts of Sinclair's self and he rejects or opposes the figure of Pistorius who has provided support and strength for Sinclair.

Apotheosis is the phase where the hero must prepare himself to face many of the challenges in hardest part of his journey to achieve what he seeks (Campbell, 1968). So, hero will get a greater understanding and become mature. After met Beatrice, Sinclair's life has changed and he admires Beatrice more deeply until one day he painted her self-portrait and realize that he looked like Demian. He believes that Beatrice is a representation of Demian. His admiration and paintings are kinds of his expression of missing of Demian.

I still often ran across the girl I called Beatrice. I no longer felt any agitation when I did, but always a gentle harmony of minds: you are linked to me, you are a portion of my fate – (Demian, 2000, Pg. 54)

Sinclair then realized that Beatrice is a symbol of destiny for him and remembrance of Demian represented by "you are linked to me, but not yourself, only your picture" (Pg. 54) which explains how Beatrice's appearance has reminded him to Demian. Because of her, Sinclair has successfully passed the test and survive until he got a higher level for survival.

The ultimate boon is a phase when hero gets the wisdom after a long journey. Sinclair found a note sticking out of his book and believe that note is the answer from Demian. After going through the various test, In the end, He had reached his destination by knowing the meaning of the phrase in his book

They all helped to strip dead skins off me, to crush eggshells; after each one I raised my head a little higher until my yellow bird out

of the shattered globe – (Demian, 2000, Pg. 70)

Sinclair then can understand that the phrase in his notes is a symbol of himself. Sinclair has struggled to break out of his world, which is represented as an "eggshell" (Pg. 70) while "bird" (Pg. 70) is a symbol of him. After all, Sinclair realized that 'abraxas' is enlightenment for him to achieve his own comprehension

Return

After a long journey and successfully faced tests and challenges, the hero will return home bringing the different identity. Sinclair had survived from many tests, but his journey has not over. Sinclair must finish his journey for reached the endpoint of his adventure

Magic Flight is the first phase in return. It is a moment where after hero managed to win from the enemy, he will return to their ancient world or their home (Campbell, 1968). After a long journey, in the end Sinclair reunited with Demian and at the same time, he also met with Frau Eva, Demian's mother.

"How happy I am!" I told her, kissing his hands. "I think that all my life I've always been on journey – and now I've arrived home" – (Demian, 2000, Pg. 92)

When Sinclair met again with Demian, He now mastered an understanding of himself. Sinclair then thought that Frau Eva led him to believe she is his true destiny after meeting her for the first time. Sinclair then falls in love with her and makes considered that he returning home. Sinclair does not return to his real home, where he lived with his parents. But to Demian and Frau Eva's house, where he believes that house is the end of his long journey.

Master of the two world is when the hero masters the new world and the ordinary world by using his 'boon' (Campbell, 1968). In last chapter, when Sinclair misses Frau Eva but cannot meet her, he tried to do some meditation with father all power of his soul while thinking about her, so she could feel it. Through his inner strength, he exerted his force to summon Frau Eva and he succeeded.

"My dear Sinclair, you summoned me today. I don't forget: now you know how to call me, and whenever you need someone, call again" – (Demian, 2000, Pg. 106)

Now Sinclair has learned and mastered about controlling his soul. With his success in calling Frau Eva through an inner call, he had proven that he had almost succeeded in completing his journey. this success also supported by how

Frau Eva could feel Sinclair's inner calling. Sinclair has proven that he can control himself after going through a lot of learning on his journey.

Freedom to live is the last phase in hero's journey when hero will choose to be what they want to become after he uses his experience from completing his journey to accomplish certain things or restart a new journey (Campbell, 1968). In the end, Sinclair and Demian have separated again because both of them must go to war. Until end story, he once met with Demian in his dream to ask permission to leave when he injures on the battlefield. Demian's departure meant death.

Everything that has done to me since then has hurt. But whenever I find the key at times, and descend all the way into myself, where the images of the destiny slumber in the dark mirror, I need only lean over the black mirror to see my own image, which now looks exactly like him, him, my friend and guide – (Demian, 2000, Pg. 109)

Sinclair has reached the last stage in his journey with the fact he finally parted forever with Demian. However, Sinclair finally got his identity that has been revealed. "black mirror" (Pg. 109) describes his fear. All he needs to do is face his fears, and when he does, he will see his own image that symbolizes his true identity. he also repeated "him" which referred to Demian that had influenced him a lot. In the end, Sinclair has found the identity he had been searching for; that identity looked similar to Demian because he was the beginning and end of Sinclair's journey.

CONCLUSION

Through the discussion and analysis, this study sums up that there are five archetypal roles besides on Joseph Campbell's understanding that can be found in Herman Hesse's *Demian*. Each archetype in this novel has a significant contribution to Sinclair's journey. Every archetype has its role in helping Sinclair achieve his self-identity. Some archetypes provide support and strength for Sinclair to start his journey until the end, such as mentor and herald. other archetypes giving challenges and test to make Sinclair learn more deeply and confident in his abilities.

This study also finds Sinclair passed three stages and twelve phases based on Joseph Campbell's hero journey understanding. Based on the finding, the writer concludes *Demian* has a suitable storyline with Campbell's Hero's Journey theory. Even though Sinclair does not pass all phases, the storyline in this novel is almost perfect and suitable if analyzed with Hero's journey theory. With the help of Hero's journey stages, Sinclair succeeded in his adventure and found his self-identity in the form of self-awareness that he

had changed a lot because of the influence of Demian. At the end of story, Sinclair's identity has been portrayed as a self-reflection, similar to what he had seen in Demian's figure.

This study concludes that Herman Hesse's *Demian* is indeed by Joseph Campbell's archetype & hero's journey. The writer also found that each archetype helps Sinclair a lot to achieve his self-identity. The hero's journey is compatible with this novel, although Sinclair did not pass all stages. The writer expected that this study be able to contribute in the development of literary analysis, concerning archetypal and the stages of the main Character's journey in literary work in several important ways. This study also expected to enlighten and provide additional references for English Department students from literature, especially those who are interested in the hero's journey & archetypes theories. For future researchers, many literary works can be analyzed using the concept of Joseph Campbell's monomyth. This study also suggests that various aspects can still be developed and discovered from Herman Hesse's *Demian*. The researcher hopes that more research will focus on this issue and literary work.

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