

# CHAPTER I

## INTRODUCTION

### A. Background of Study

All people are basically has the nature of a leader. Leadership can be developed based on the social interaction, family and their self. Leadership is a way to organize and give right order to the members in order to achieve the goal. Leadership is both a research area and a practical skill, regarding the ability of an individual or organization to “lead” or guide other individuals, team, or entire organizations. Controversial viewpoint are present in the literature, among eastern and western. Approaches to leadership and also within the West, on US vs. European approaches. In US academic environments leadership is divined as “a process of social influence in which a person can enlist the aid and support of others in the accomplishment of a common task” ’A review of the leadership literature reveals an evolving series of “schools of thought” from “Great Man” and “Trait” theories to “Transformational” leadership. Whilst early theories tend to focus upon the characteristics and behavior of successful leaders, later theories begin to consider the role of followers and contextual of leadership. (Bolder,R and Gosling, *A Review of Leadership Theory and Competence*, 2003:6).

Ender’s Game written in 1985 is a science fiction novel written by the American author Orson Scott Card. The book came from the short story with the same name, published in “Analog science fiction and fact ‘in 1977,

updating some political facts in the book to accurately reflect the era. Themes of the book are love, hate and prejudice (Ender is socially excluded sometime in battle school), strength and courage.

In the future, the world has been twice attacked by aliens called Buggers, and humanity almost perished. To prepare for the next battle, the world unites around the cause of collecting and training military geniuses from early childhood. Their one goal in life is to be the leaders of the army that defends Earth from the "Third Invasion." Ender is one of those children. Andrew Wiggin's very birth was government-mandated - most families are allowed only two children, but the government requisitioned his birth. After a short six years of torment from his genius older brother Peter, and love from his genius older sister Valentine, Ender is recruited into the army after passing tests, and quickly rises to the top of the talent pool. Loved or hated by other students at Battle School, Ender is isolated by excellence in the games that the students play, and by the teachers' treatment of his excellence. The adults do not give him the chance to settle in and find a peer group - they push him with such urgency that they are willing to break the entire Battle School system down. (Card: 1985, 19)

Battle School consists of games - there is a Fantasy Game, a game room (like an arcade), and the battle room, where war games are played in zero gravity. The battle room plays a central role in Battle School, and students often get so caught up in the game that they seldom realize that they're at the school to defeat the Buggers. One such student, Bonzo Madrid,

comes to hate Ender, and Bonzo plans to kill him. Ender's excellence shines through in battle after battle, despite being given a green army and the most intense schedule ever given an army. Bonzo's rage turns murderous, and they fight in the showers. Once again, Ender's penchant for breaking the rules to win, and win completely, leads him to kill Bonzo in self-defense. Ender's only respite in life is the thought of Valentine, his compassionate older sister, who defended Ender against the vicious Peter. However, on Earth, Valentine and Peter are now working together to use their collective genius and drive world affairs. Peter does this with the dream of world domination in mind, and Valentine does this reluctantly, as more of a game that she can play to keep her excellent mind busy. As Locke and Demosthenes, respectively, Peter and Valentine quickly become influential, despite being barely pubescent.(Card: 1985, 28)

Ender's success at Battle School reaches a point where he must be promoted and leave his few trusted friends, Petra, Dink, Alai, and Bean, behind. He goes to Command School and finds only more games waiting for him. These games are intensely strategic, and Ender once again masters them. He also discovers that the "Third Invasion" is not Buggers attacking humans, but vice versa.(Card: 1985, 19)

At this point, he meets Mazer Rackham, hero from the previous war, and trains under Mazer. Ender is reunited - albeit over a headset - with his friends, who serve as some of his squadron leaders. They train together and enter the most intense training scenario of their lives-an invasion scenario run

by Mazer. The scenario strains all of them, Ender most of all, who is nearly driven insane. At the final test, Ender faces the biggest lopsided scenario of all and decides to cheat, to give up. In so doing, he actually destroys the simulated enemy, which turns out to be the real enemy all along - the Buggers. Ender is distraught, and refuses a military life for himself. (Card: 1985,91)

In this study there are several reasons why the writer chooses Ender's Game novel. First, Ender's Game is one of the many interesting novel to read. It is a scientific fiction novel, in which the reader can feel the tension and chaos among the players. In this novel the reader can find the twist and unpredictable thing in each chapter and whole story. Second, this novel is written by great writer, He is Orson Scott Card. He has many awards because this novel is popular novel in United States. Third, this novel relates to psychoanalytic approach. The main character in this novel, Ender Wiggin shows how the leaders work with full of responsibility. This novel, from Ender, teaches us how to face many kinds of human characteristic with a good way. Fourth, the writer thinks that this novel can be used in education field. In the university degree, the novel can be used for thesis as it relates to individual psychological, while at school; this novel can be used by the teachers to supply teaching materials about literary work so that the student can learn many kinds of literary works including novel. The students will understand the content and the moral value of the novel more easily.

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Overall, Ender's Game novel is interesting, related to psychoanalytic approach, providing us moral values, and it can be used as teaching materials at school and universities. So, the writer is interested to analyze the Ender's Game novel focus on Ender Wiggin leadership entitled:

**ANDREW "ENDER " WIGGIN LEADERSHIP IN ENDER'S GAME NOVEL (1985) WRITTEN BY ORSON SCOTT CARD: A PSYCHOANALYTIC APPROACH**

## B. Literature Review

To provide the originality of this research, the writer wants to present three previous researches having close relationship with the research. Literature review serves to provide exposure of the research and analysis that has been done previously. Review of the result of previous research and analysis will be presented relating with Ender's Game novel and psychoanalytic approach.

The first research paper the Ender's game novel was analyzed by Heri Budi susilo (UMS: 2014). His research's title is "*A Translation Analysis Of English Interogative Sentence In Ender's Game Novel By Orson Scott Card*". On his research, he analyzed about the interrogative sentence of Ender's Game novel and its translation. The data were collected by using content analysis and interview. The results of the research show that, firstly, there are translation variations of interrogative sentences.

The second research has conducted by Amalia Ayu Wijayanti (UNAIR University: 2015) entitled "*Deconstructing the Portrayals of Adults' Superiority towards Children in the Society in Orson Scott Card's Ender's Game*". This thesis is about the Adults superiority, she analyzes about the fluidity of language in every literary works including the novel written by Orson Scott Card, Ender's Game, the primal authority of adult-child transcendental hierarchy, that considers adults as more superior than children, is able to be reversed logically. Her study uses qualitative method supported by Derrida's Deconstruction theory. The aims of this study are to destabilize

the novel, *Ender's Game*, in order to analyze how the portrayal of adults' superiority is deconstructed. By applying the Deconstruction's features consisting the notion of absence, the binary opposition, the inconsistency, the ambiguity, and the ambivalence, this study shows that adults' superiority is deconstructed by choosing the main character of the novel, Ender, a six-year-old-child, as a commander of soldiers for a battle against aliens or the buggers. It then reverses adult-child transcendental hierarchy and creates a new construction in understanding children's position in the society. Children are no longer considered as more inferior than adults. Children with their intelligence and capabilities also have opportunities to possess higher positions than adults, even the most important position as it is portrayed in the novel *Ender's Game*. Another interesting finding is that by having no cheerful childhood, nurturing parents, and enjoyable game in Ender's life, this novel implicitly delivers —The Importance of Childhood ideology for children in the society.

But, there is researcher who has same issue analyze using psychoanalytic Approach in University Muhammadiyah of Surakarta. In a study on frustration of vasilisvietlovidoff in AntonChekhov's play *the swan song*: Psychoanalyticapproach (2005) by DiniSabtatiatun. In the research she analyzed about Anton Chekhov's *The Swan Song* based on the structural elements and the personality of the major character based on psychoanalytic approach. Based on the analysis, the writer draws some conclusion as follows: *VasiliSvietlovidoff* experiences both internal and external frustration. His

frustration is caused by the goal of this *id* by his three basic needs are not achieved. His basic needs are the need of woman touch, the need of family and the need of audience support. Some reactions to frustration occur in VasiliSvietlovidoff's action in order to reduce its tension. He uses some ego defense mechanism such as repression, denial, fantasy, projection, undoing and regression.

Here, the writer tries to analyze the major character Ender Wiggin by using psychoanalytic approach and using the Ender's Game novel to be analyzed.

### **C. Problem Statement**

Based on the background of the writer, the writer proposed a problem statement. The main problem in this research is "How is Andrew 'Ender' Wiggin leadership reflected in Ender's game novel (1985).

### **D. Limitation of the Study**

In this research the study focuses on the analysis of Andrew "Ender" Wiggin leadership reflected in Ender's Game novel based on A Psychoanalytic Approach.

### **E. Objective of the Study**

In carrying this research, the writer formulates the objective of study as follows:

1. To analyze *Ender's Game* novel, by finding character and characterization, setting, point of view, plot, style, and theme.
2. To analyze the effort of the major character *Ender's Game novel* based on A Psychoanalytic Approach.
3. To analyze the leadership of Andrew Wiggin basen on *Ender's Game* novel.

#### **F. Benefit of the Study**

The significance of this study is generally expected to be able to give valuable contribution both theoretically, this study is aimed to contribute and give the point of view in understanding the literary works by using a theory of A Psychoanalytic Approach.

##### **1. Theoretical benefit**

This research can be used to give contribution and an academic reference by other researcher to conduct further research, particularly the literary studies on a psychoanalytic Approach.

##### **2. Practical benefit**

To give knowledge and experience of the writer and other student who have interest with literary study on the novel from A Psychoanalytic Approach.

## **G. Research Method**

In this research, the researcher uses the qualitative method to study this novel, the previous study relates one and another to make this easily to analyze.

According to Denzin and Lincoln (2005, 3) qualitative research is situated activity that locates the observer in the world. It consists of a set of interpretive, material practice that make the world visible. These practices transform the world. They turn the world into the world series of representations, including field notes, interviews, conversations, photograph, recording, and memos to the self. At this level, qualitative research involves researcher study things in their natural settings, attempting to make sense of, or interpret, phenomena in terms of the meanings people bring. The research method of this research paper is broken down into five elements:

### **1. Type of Study**

In this research, the writer uses qualitative research study which is taken the source data from words and other written text. Qualitative study is concerned with providing description of phenomena that occur naturally. This study attempted to present the data from perspective of the observed object.

### **2. Type of Data and Data Source**

In this research the writer classifies the data source into two categories:

a. Primary data

The primary data source of the study is the novel Ender's Game written by Orson Scott Card which is published by Tor Book in January 15<sup>th</sup>, 1985.

b. Secondary data

The writer takes secondary data source from many sources as references, the author's biography, the website from internet about this novel and the other resources that support the analysis.

### **3. Object of the Study**

The object of the research is the novel Ender's Game written by Orson Scott Card.

### **4. Technique of Data Collection**

The technique of collecting data that the writer uses is library research. The data from both primary and secondary source are collected as evidence. These are techniques of collecting data are as follows:

- a. Reading comprehension the novel recently.
- b. Reading some related reference to observe the theory, data and information.
- c. Accessing to the internet to get several information and article related to the object of the study.
- d. Making a summary and determining (title, issue, topic, theory) about that novel.

- e. Identifying the problem and to find the data. Therefore, research problem and objective of the study can be drawn.
- f. Classifying the data into several part categories.
- g. Drawing conclusion based on the data analysis.

## **5. Technique of the Data Analysis**

The writer uses A Psychoanalytic Approach and applies it by using the descriptive analysis. In addition, the writer also uses the structural elements of the work. It concerns with the structural elements of the novel and A Psychoanalytic Approach. These are techniques of the data analysis are as follows:

- a. To analyze the data by selecting necessary ones.
- b. To analyze the data base psychoanalytic approach.

## **H. Research Paper Organization**

This research is consisting five chapters, each of it will be described as Chapter I is introduction that consists of background of study, previous study, problem statement, objective of the study, limitation of the study, benefits of the study, research method, and research paper organization. Chapter II is underlying theory it elaborates notion of psychoanalytic, principle of psychoanalytic, psychoanalytic in literature, and structural elements of the movie. Chapter III is structural analysis of *Ender's Game* novel. It elaborates the structural analysis of *Ender's Game* novel and discussion. Chapter IV is psychoanalytic approach in *Ender's Game* novel. Chapter V is conclusion and suggestion. And for the last part is bibliography and appendix.