

Bryan Pandu Prakoso Wicaksono, Tell : Teaching of English Language and Literature
Vol. 8, No. 1, 19 – 27 Doi: <http://dx.doi.org/10.30651/tell.v8i1.4404>

A Hero's Journey in Ernest Cline's *Ready Player One*

Bryan Pandu Prakoso Wicaksono*
State University of Surabaya, Indonesia
bryanpandu16@gmail.com

*corresponding author

Article History

Received: 29 February 2020

Reviewed: 10 March 2020

Accepted: 8 April 2020

Published: 30 April 2020

Highlights

- The monomyth is the concept of hero's journey from zero to hero.
- Wade Watts depicts as a hero figure based on Campbell's *monomyth* concept.
- Seventeen *monomythic* stages have found in *Ready Player One* novel.

ABSTRACT: This research emphasizes the use of the *monomyth* concept in Ernest Cline's *Ready Player One* novel. The researcher chooses the related novel because of the heroic theme that embodied within the novel. The purpose of this research is to analyze the heroic adventure of Wade Watts in Cline's novel. To analyze the concept of the hero's journey in Cline's *Ready Player One*, the researcher uses the *monomyth* concept based on Campbell's *'Hero with the Thousand Faces Commemorative Edition'* (2004). There were several studies related to the hero's journey; most of many researchers use monomyth theory by Christopher Vogler. Meanwhile, in this article, the researcher uses Joseph Campbell's monomyth concept, which has seventeen *monomythic* stages with more detailed and elaborate on the explanation compared to Vogler. Therefore the step of the heroic journey can be well delivered to the reader. Working on this research, the researcher uses a descriptive approach to the qualitative method. Based on the final result of the research, the researcher concludes that the main character indeed depicted as a hero, and the monomyth concept is also applied in "*Ready Player One*" novel.

Keywords: monomyth, adventur, archetypal, hero, ready player one, campbell

Introduction

People often imagine themselves as a Hero, a brave and robust figure that everybody wants to be, a figure that everyone loves and adores. We like to fantasize about becoming one of them, to save the day, help other people who need, and bring balance to the worlds because we find that being a hero is a badass thing that everyone can dream. People see the concept of 'Hero' from literature work such as the novel and comic books. The utilization of literature work is very common to society as a part of learning and telling stories. Still, some people might not realize that specific genres do not limit literacy. It has lots of categories that people can explore, such as fiction, adventure, fantasy, drama, tragedy, etc. Like in every fictional story, we feel like we are the hero in our own story when we succeed in finding the goal of our life. However, on the other hand, the times we failed to grab our goal, we felt disappointed and need someone to supports us. Because of this perception, the monomyth concept was born. Its idea is to explain the similarity of adventure pattern in everyone's unconsciousness about facing their problems in the real world.

The word monomyth derived from Greek words. Mono means "one," and mythos means "story," and it defines as one structure that covers all the stories. Joseph Campbell's theory of 'The Monomyth' is a term borrowed by him from James Joyce in his book entitled *The Hero with a Thousand Faces Commemorative Edition* (2004). Campbell was the one who develops the idea of all myths having the same "elementary ideas." Carl Jung's theory on the characterization of the characters called the "archetypes," which Jung described as common

feelings that people shared unconsciously. By means, Jung suggests that humans have innate in them, a role model to tell them what a "hero" or a "quest" is (Brennan, 2001). The basic idea of Campbell's theory of *monomyth* focuses on the protagonist's journey on facing dangerous threats and overcome the obstacles during the quest to obtain the hero's goal. *Monomyth* also focuses on concepts, themes, and so forth that appear repeatedly in every Adventure genre. In the *monomyth* concept, there are three primary phases called Departure, Initiation, and Return. These three stages will explain the hero's journey from the beginning of the story until the end of their adventures. According to Don D'Amassa in the *Encyclopedia of Adventure Fiction*, Adventure is a series of events that happen beyond the main character ordinary life followed with action and danger (Don, 2009). In the classical era, a hero not only facing dangerous adventure or war, but they also use their journey to prove their strength and courage. This concept can be found not only in the classical sense of literature, but it applied in modern works as well. People are fond of this genre because of its continuous event and an unexpected plot that may happen in the story.

Donald Palumbo (2014), in *The Monomyth in American Science Fiction Films*, expounds some popular movies consciously and unconsciously uses Joseph Campbell's monomyth concept. These popular movies are *Star Wars* trilogy by George Lucas, *Dune*, *Back to the Future*, *The Terminator*, *The Matrix*, *Star Trek* films, and *Total Recall*. Ernest Cline's *Ready Player One* is one of many literary works that can be analyzed using the *monomyth* concept. The novel mainly talks about a dystopian world, but at that time, people were obsessed with videogames based on the 80's era. Based on Wolfgang Kramer's (2000) Game is an activity which a person is doing for amusement or self personal pleasure.

The research entitled "*Joseph Campbell's Monomyth as Presented in Spider-Man film (2016)*" was conducted by Rahmad Khanafi, focuses on revealing the journey of Peter Parker as a friendly neighborhood Spider-Man using *monomyth* concept. Rahmad's research focuses on revealing the myth symbol in the Spiderman movie. Rahmad research is also to prove that *the monomyth* concept can be applied in modern literary works. Kimmo Markkanen (2014), from The University of Applied Sciences in her research "TOMB RAIDER Reboot, as reviewed through Joseph Campbell's Monomyth". She uses tomb raider games as examples of her research and shows that hero's journey occurs in the game. She mentioned that the hero's journey is a form of theory that came from collective subconscious and dreams by theorists like Sigmund Freud and Carl Jung. Another research, entitled "*The Archetypes of Hero and Hero's Journey in Five Grimm's Fairy Tales*," conducted by Gatricia Rahman (2014), unveils the use of archetypal characters roles within *monomyth* concept. Gatricia expresses that to reveal the archetypal character; people need a brief look at the plot and settings. The researcher chooses *monomyth* over any other concept because of two reasons. First, the researcher's interest in the adventure genre, it provides a thrill and excitement during the story. Second, the researcher was amazed with *monomyth* cycles because *monomyth* is a guidelines and foundation to make a good, complex, and rigid story. Besides, the *monomyth* cycles fit perfectly with any adventure stories. However, there is no research conducted on *the monomyth* concept toward Ernest Cline's *Ready Player One* novel. Therefore, the researcher will use Joseph Campbell's Hero's Journey concept to analyze Wade's Watts journey in the novel. This research also uses Campbell's '*The Hero with A Thousand Faces*' (2004) as a guide to help in analyzing *monomyth* phases in *Ready Player One* novel.

Literature Review

Ready Player One tells about a young man named Wade Watts who is game fanatics, struggles to live in a slum outside Oklahoma City in the year 2045. In order to escape from his vague life, he decides to participate in video games contest called the 'Halliday's hunt'. The contest is held in online virtual reality games called O.A.S.I.S (Ontologically Anthropocentric Sensory Immersive Simulation) and to win the contest the participants needs to find the *Silver Egg*. The contest begins after the death of James Halliday, the creator of the Oasis, teases a treasure hunt that revolves with his obsession to 80's pop cultures. Whoever wins the contest, will become a new billionaire and CEO in Halliday's company. The plot of the story invites the audience to scrutinize the main character, Wade Watts journey in his quest to changes his fortune by playing the Oasis. Wade Watts is the main hero in the novel; he is driven by his desire to win Halliday's contest and changes his miserable life forever. According to Campbell (2004), Hero was forced to step out from his/her ordinary life to achieve a quest from his/her society. As the journey started, it supposed to build the new characteristics of the hero. *Ready Player One* novel contains several challenges that need to accomplish which lead the protagonist to start his/her a journey. The challenges bring the hero significant changes in his life through unexpected adventures. The main purpose of this research is to reveal the transformation of Wade Watts through his journey in *Ready Player One* using Joseph Campbell's hero's journey theory.

Ernest cline's *Ready Player One* was chosen as the subject of the research because its main protagonist cyber adventures provide a delightful experience to follows and discuss. The research utilizes Joseph Campbell's hero's journey theory which he discussed in his book '*The Hero with Thousand Faces*' (2004). Campbell believes that a hero begins his adventures to the unknown world to bring balances in his ordinary world. As the hero goes, he/she will always come back to the first time when they started their journey. Campbell (p.37) expounds the success journey of hero will bring miracle to the worlds, as it brings back the flows of life and nature back to normal. Campbell (p.26) also explains that every adventures story uses the fundamental structures called *monomyth* that underlying his theory in a hero's journey. The 'departure stage' or 'adventure stage' begin with hero in his/her ordinary world. The hero will be directed to the unknown world full of danger and numerous threats. There will be also calling to the unknown world if the hero accepted he may be given with superpowers and doing thrilling adventure either alone or with the help from friends until his quest completed. After completing the quest, the hero may back into his ordinary life with a better version of him/herself and using the supernatural powers to changes the world.

Methodology

This research employed Joseph Campbell's *monomyth* cycles to investigate the main character, Wade Watts's heroic journey in the *Ready Player One* novel. A qualitative method was used to unveil Joseph Campbell's *monomyth* concept in the novel. Any sentences, quotes, or data that may contain the *monomythical* cycles were highlighted and collected. The collected data from the novel were explained and elaborated with Campbell's *monomyth* concept. Campbell (2004, p.28) explains the hero needs to accomplish his/her journey to transform their self character from innocence into a real hero. The journey forces a hero leaving his/her typical day

into a region of the supernatural world and comes back from the adventure with reward as the task had been completed.

Findings and Discussion

Findings

After conducting research and collecting sample data, the researcher able to gather essential data related to the hero's journey topic on Cline's *Ready Player One* novel. According to Campbell, A character can be depicted as a hero if he went through the unknown world to finish a particular task that given by a herald figure and coming transformed during the journey (2004, p.28). A hero must undergo sequences of trials to finish the task given. The concept of the hero's journey is to transform a character figure from zero to hero. Based on Campbell's definition of *the monomyth*, Wade Watts, as the main character, is the hero of the story that went through several challenges to transform himself. Wade's determination to begin his journey to transform his fate shows in these lines, "Then I made a silent vow not to go outside again until I had completed my quest. I would abandon the real world altogether until I found the egg" (Cline, 2011, p.166). *Ready Player One* novel indeed covers the hero's journey aspect in the *monomyth* cycles because of Wade's quest for obtaining his freedom. There were found seventeen *monomythic* stages in the novel.

Discussion

The *Ordinary World* is the place where the hero lives. It also showed how the hero's background life. The story takes time on future dystopian in 2045, where the world turns into chaos where people lose their job. Moreover, overpopulation and oil shortages become serious issues that no longer anyone can fix. On the other hand, the whole world stranded with hyper 3D realistic games called The OASIS. The O.A.S.I.S is a massively multiplayer online game that brings virtual reality into life. O.A.S.I.S is the only getaway for people this age to escape from their terrible lives with staying the good one inside OASIS.

Cline's *Ready Player One* introduced an orphan named Wade Watts as the main character. He is an antisocial and awkward person. He never had any excellent real-life relationship, which made him friendless. Wade has stayed with his shortsighted aunt, Alice, and lived in stacks in Ohio. Later on, Wade found an escape from his ordinary world, and it was The O.A.S.I.S. It has brought evolution to any video game experience ever created, and people got addicted once they tried its features.

Departure

"Departure phase" begins with the "call to adventure"; it is when the hero meets with the Herald; in this case, "a veiled mysterious figure (p.48). The call for Wade's journey is when he received video e-mailed from the creator of the OASIS, James Halliday about his last will and testament after the night he died. In the form of *Anorak*, he told everyone about his contest for *The Egg* through testament known as 'Anorak Invitation'. Those who win the contest will inherit Halliday's entire estate and assets money valued more than two hundred and forty billion dollars. By participating in Halliday's contest, Wade focusing himself for the contest and leaves his ordinary world as students to become full time-gunter. Often the main hero "refuses the call" from the Herald, this happened due to many factors, it may came from a sense of duty or

obligation, fear of something ahead, insecurity, inadequacy, etc. In *Ready Player One* novel, there is no refusal of the call. Wade willingly accepts the task as he believed that accepting the call is the only way to save his miserable life.

“The Supernatural Aid” is a stage where the hero was ‘tested’ before his/her entering the special world. When the hero commits in his/her quest for the journey, the magical helper or guide will appear and come to enlighten the main character (p.63). When Wade tried to solve the first Limerick, He attended Ms. Rank’s virtual Latin class. Later during the class, She mentioned ‘*to learn*’ in Latin. Suddenly Wade realized its ties with the Limerick. Ms.Rank unconsciously becomes Wade’s *magical helper*. She gave lectures about Latin phrases, and it made Wade realized it has something to do with the Limerick. It turns out the lectures Ms.Rank given enlighten and showed him where he could find the Cooper key.

The hero then undergoes what called “Crossing the first threshold” this stage is when the Hero will be tested whether he/she is worthy to enter the special world facing The guardian figures may appear and blocked the hero’s path (p.71). In order to pass the first gate and obtain the cooper key, Wade needs to beat King Acercak in-game called *Joust*. During his fight with King Acercak, Wade found difficulties to beat him. He initiates to change side with him because he feels confident that way. After changing the side with King Acercak, Wade was able to defeat him. Wade victorious against King Acercak grants him a Cooper key and a single clue that leads him to the first gate. After obtaining the cooper key, Wade heading to Halliday’s virtual house to locate the hidden cooper gates. Shortly after spending a couple of minutes, he found the gates and put his cooper key into it. Wade now is the most eye-stealing OASIS player over the world, and his popularity makes Nolan Sorrento, the head director of IOI, jealous and mad. Sorrento comes to Wade and offers him an undeniable position in IOI, as in return, Sorrento would like to know about how to get a cooper key and tip to find the cooper gates. Wade rejected Sorrento offers because he did not want anyone to win the game, especially Sorrento. After all, Wade knew that Sorrento is a tricky-person.

“Belly of the Whale” symbolizes the rebirth of the hero. It is when the hero has entirely ignored the real world and focuses on his special world to complete the quest given (p.93). After Sorrento blows up his trailer, Wade’s was terrified that Sorrento’s might chase after him again. To avoid and survive from the Sixers, Wade decided to move in a safer place in Columbus, Ohio, with money he got from Parzival’s endorsement. He changes his name and goes by Bryce Lynch.

Initiation

"Initiation phase" indicates that the hero fully enters into the unique/unknown world to finish his quest and facing more significant threats. After passing the first threshold, the hero will face the "Road of Trials." It is a series of trials for the hero needs to undergo. Hero will learn about his/her true potential during the trials. Wade's first trial is to find the cooper gate, and to do so; He needs to play Flick syncs, a simulation game from *War Games* movie. As Wade knows by hearts the dialogue of the movie, he passed the first trials and got clues as he called it 'Quatrain,' which lead him for the next key. The *second trial* is to find the hidden meaning of the quatrain for the Jade key. He found difficulties deciphering the quatrain as the clues getting harder and it confused him. As the time keep ticking, Wade was getting more depressed until he got little

tip from Aech. Finally, He able to find the quatrains' hidden meaning and went to Planet Frobozz to get his Jade key. While in Frobozz, Wade needs to collect nineteen treasures in a game called *Zork* and placed them in a case near the living room. Wade obtained his Jade Key, and it warped with silver foils with sentence leads to the second gates. The foil has some scratch, and suddenly the foil flipped into silver origami unicorn. Seeing the unicorn, Wade knows what to do. Hence, he rushed to the planet Axrenox in sectors twenty-two and found the second gate. He inserted his jade key into a machine called Voight-Kampf, and the second gate appears. With help from Aech, Wade was able to finish his second trial. On the way of the quest, hero may meet with the female figure that might help hero during the quest.

Campbell (p.100) explains the "goddess figures" can be a mystical being or even just an ordinary girl who gave the hero' affection' to gain morale and supports. Art3mis is Wade's goddess; she is Wade's cyber crush and most favorite gunters. Art3mis is also a smart, brave, and brilliant girl that Wade adores so much. Art3mis is just like Wade; they both share the same passion about 80's cultures and will to win the Halliday's contest. After their first meetings in the skull cave, Wade profoundly falls in love with her. The 'goddess figures' may give power to the hero because of some reason. Art3mis appearance has brought fortune in Wade's life; she is the reason for Wade to keep pushing forward no matter how hard the situation. She is also the reason for Wade to win the contest, so he can meet with her in the real world after the contest is over. As Wade's goddess, Art3mis is also Wade's "Woman of Temptress." Campbell (p.111) expounds a "Temptress" is the evil figure or presence that will disrupt hero during his/her mission. Temptress depicted as the presence of Woman as the distraction. Art3mis is not only bringing joy to Wade's life but also disaster. Wade loses his focus and interest for the hunt because he enjoyed dating with Art3mis. As a result, Wade chooses to abandon his quest over love. He was blind fooled by his cyberlove with Art3mis.

In the end, Wade was able to free from his *temptress* after Art3mis abandoned and cut the relationship between two of them. Wade realizes it was a stupid thing to abandon his dream over a silly relationship. After facing the temptress, the hero may experience "Atonement with Father" that must conquer, encounter, or persuaded. Campbell (p.120) explains hero achieved supports and hope from father figure. Hence, the father figure is not always human being. It can be something symbolic, or an idea, or even the concept of thinking. After dumped and distracted by Art3mis, Wade tries to live like a healthy people. Max was depicted as the *father figure*. Max was Wade's virtual assistant software that designed to help Wade to be a better person. Max guides Wade to be healthy person. He also helps Wade to gain his focus back by doing daily exercise. Max will not let Wade login to OASIS before Wade finished his daily training. Max is also Wade's loyal assistant, like during his training; Max always supports him and plays him a sweet 80's song to boost Wade's confidence. The help from the father figure is crucial for the hero during his journey. Because of Max, Wade was able to live healthy and in near-perfect condition.

"The Atonement" with the Father was completed by Wade as he was able to gain his focus back and continue his hunt for Halliday's egg. After many trials, the hero has been forged and become the more potent version of his/her self. "Apotheosis" stages when hero prepared to face the most challenging part in hero's journey to achieve what hero desire (p.153). Hero will gain greater understanding and become mature and risking their life to get what he desire. After Wade obtained the third clues, he investigates the place where the third gate belongs. It turns

out the Sixers is the one who found the third gate first and they blocked the area with impenetrable spells. In order to penetrate the shield and enters the third gate, Wade begins to initiate brave plans by infiltrate Sixers main base.

Wade was no longer afraid of death. Wade will do anything to win the contest and put a stop to Sorrento's dishonest and cruelty. "The Ultimate Boon" is when hero got what he seeks after long adventures (p.159). Finally, Wade finds his boon; in order to execute his plan, Wade hacked Sixers' database and stole information related to the hunt. Wade found a way to break Sixers barriers that covers the last gate. Using Sixer's stolen data, Wade finds the barrier's weak point. He then discovers a *spell* that could put down the barrier. He also found a proof of how Sixers use a dirty method to win the contest includes the proof of how they eliminate Daito. With the 'boon' he got, Wade builds a final plan to put down Sorrento's ambitions forever.

Return

In the last phase, "Return" shows the last phase of hero development in his/her journey. "Magic Flight" is the moment when a hero escaped with his/her boon, it means to escape from the remaining enemies with the help of friends (p.182). After steals Sixers data, Wade successfully escaped from IOI buildings and decided to upload all the data into the internet. Fear of haunted by Sixers and have nowhere to go, Wade held an online meeting with Aech, Shoto, Art3mis until Ogden Morrow eardrops his conversation and offers them a place to hide in Oregon. As Morrow provides help for the team, they finally ready for the final battle, and as for Wade, he will face his final trials in his journey against Sorrento and the third gate. After the magic flight, sometimes hero find their self in the

"Refusal of return" stage. Refusal of return is when a hero rejects to go back into their ordinary life because of some business that needs to be done (p.179). In hard and intense battle during Anorak's castle raid, Wade was successfully beat Sorrento. Defeating Sorrento marked as Wade's *final trials*. After defeating Sorrento, Wade manages to open the third gate with the help of Art3mis and Aech. Unfortunately, Sorrento is still able to move and used his most potent weapon and destroyed every avatar in the OASIS, including Wade. As the other avatars perished, Wade's avatar was back into life. Wade's avatar being revived by the quarter coin he got from beating high scores in Pac-Man during his quest for Jade key. The quarter coin secretly contains high-level magic that can revive a dead avatar. Because of the quarter, Wade has a second chance to win the contest. Wade's revival symbolized as his refusal of the return.

After revived by quarter coins, Wade needs to reach the gate that floats in the air. Wade does not have any items that allow him to fly or reach the gate until Art3mis suggested Wade to search for her shoes that may help him. The stages were known as "Rescue from without." This stage occurs when the hero rescued by someone who closes with him/her from unexpected disasters (p.192). Wade found Art3mis magical boots called "Black Chuck Taylor." It grants him the power to jump and flight. He uses the boots, and it helps him to reach and enter the third gate. By using Art3mis magical items, Wade was able to pass his rescue from without. In order to beat the final challenge, Wade's need to play a classic game called *The Adventures* by Warren Robinett and obtains the silver egg as it is the only ticket to get back into the real world. The next stage, called "Crossing The Return Threshold." This stage is when the hero needs to cross back into the ordinary world just like crossing he/her crossing the first threshold yet is not

an easy task as a hero needs to strive against the one final challenge (p.201). Wade has completed the component of returning of the threshold. He successfully finished the game and found what he seeks from his journey, *The Egg*. As he got the egg, Wade becomes the champion in Halliday's contest.

Have completed the task given, the hero "mastered the unknown world" and the ordinary world after the hero used his/her 'boon' for the greater good (p.212). By means, after the hero finished his journey in the unknown world and rebuilds his ordinary world, he becomes master of the two worlds. After Wade got *The Egg*, he met with Halliday in OASIS. Halliday gives Wade with all of his assets as a reward for winning in his game. Wade's reward is a ton of credits and full access to every OASIS features. Halliday entrusted Wade to become his successor and made Wade inherits all his wealth, including his stocks that worth million dollars, a CEO seat in his company, and become the new god in OASIS replacing his place as Anorak. With the rewards he got, Wade has become the master of the two worlds. After the end of the journey, a hero can choose what they want to become.

The "freedom to live" gained after the hero use his experience from completing his journey to settle down things or making another journey (p.221). After a long and dangerous journey, Wade's has become multibillionaire and met with Samantha, Art3mis in real life, for the first time. Wade's finally expressed how he felt about her all this long, and it turns out both of them have the same feelings. From his journey, Wade learned to become brave is the core of everything and put his life in stake in every action is necessary to gain what he wants and desire. Wade's braveness to fighting Sorrento's and Sixers makes up Art3mis's mind about how he truly loves her and wants to win the contest. As a result, Samantha has accepted Wade's feelings, and it can be said Wade has finished his journey and transformed from a silly coward boy to be the bravest man in the OASIS history. He also learns that true happiness is from having a relationship in the real world instead of in the virtual one.

Conclusion

Hero's journey or *monomyth* is the basic template of mythical or adventure stories that involve a hero who went through adventure to obtain something at the end of his/her adventure. It could be power, money, or even wisdom. A character can be identified as a hero figure if he receives the call of the adventure to undergo a transformation that will take him/her from the ordinary world into the unknown/mythical world. The result of this research is to reveal the *monomyth* cycles of Wade Watts and his supportive characters in *Ready Player One* novels through the monomyth concept. There were three parts three-part of heroic stages that exist in Wade's adventure. The first stage is *the Departure*. The journey begins with Wade Watts, a young man that loves to play video games. He lived in *an Ordinary World* and went to an online school. His *Call to Adventure* begins when James Halliday announces the treasure hunt in his games. However, there is no *refusal of the call*. Wade willingly accept the call because he wants to change; he wanted a better future for himself. On his journey, Wade got his *supernatural aid* from his Latin teacher Ms.Rank who unconsciously gives him clues to the cooper key. Wade then passes the *first threshold* by defeating King Acercak in *Joust* and obtained the cooper key. Wade undergoes the *belly of the whale* phase when he changes his identity and dedicates all his energy for Halliday's contest. The second stage is *Initiation*. Wade's facing numerous challenges in *the Road of trials*, one of them is he needs to play flick sync in War Games movies

to obtain the clues for the jade key. Wade also meets with Art3mis, the girl who becomes his *goddess figure*. Wade also discovers that Art3mis is also his *temptress* that he needs to handle. Wade determination is being tested, and he gains *atonement with father* from max, his cyber assistant, after he struggles to fix his miserable behaviors. Wade passed his *apotheosis* after his bold decision to sneaks into sixers' database to obtain his *boon*. The last stage is *the Return*. Wade's *Magic Flight* phase is when Morrow offers Wade and the others place to hide from the sixers. However, Sixers managed to wipe out every oasis player, but Wade *refuses his return* and saved by his magical quarter coins. After revived, to reach the final gate, Wade is *rescued from without* by Art3mis' chucks boots. Wade's played *The Adventure* in his *final challenges* and be able to win the contest beats the other sixers. As He won the contest, Wade inherits all Halliday's fortune and become *master of the two worlds*. Using his reward and a new position as new C.E.O., Wade gains his *freedom to live*.

This research expected to give contribution to the development of literary analysis, literary work in any field. Especially in tales and lore stories that may use the hero's journey theory. This study also expected to enlighten and give an additional reference for future researchers who are interested in using Joseph Campbell's concepts on the hero's journey. This research also served a practical and precise description of the *monomyth* that can be applied in any literary works especially in adventure, lore and tales story. For the future researcher, there are plenty of literary works that can be analyzed using Joseph Campbell's *monomyth* concept because every story that has a 'journey' theme, conscious or unconsciously using *monomythic* structure. The researcher also suggests that various aspects can still be developed and discovered from Cline's *Ready Player One*, such as Wade Watts' psychological aspects, or Wade's and his narcissism through the O.A.S.I.S. or, *Ready Player One* compared to a postcolonial and modern perspective. For the future researcher, you can also analyze other characters' journey or their contribution in the story using different field of study.

References

- Brennan, K. (2001). Joseph Campbell. *Star Wars: Origins*. Jitterbug Fantasia. Online. (4 Desember 2018)
- Campbell, J. (2004). *The Hero with A Thousand Faces Commemorative Edition*. Princeton University Press, 41 William Street, Princeton, New Jersey 08450.
- Cline, Ernest. (2011). *Ready Player One*. New York: Crown Publishers.
- D'Amassa, Don. (2009). *Encyclopedia of Adventure Fiction*. Facts on File Library of World Literature.
- Kramer, W. (2000). What makes a game good. *Game & Puzzle Design, vol. 1, no. 2, 2015 (Colour)*, 84.
- Khanafi, Rahmad. (2016). *Joseph Campbell's Monomyth As Presented In Spiderman Film*. State University of Islam Sunan Kalijaga. Yogyakarta
- Markkanen, K. (2016). *TOMB RAIDER REBOOT : As Reviewed through Joseph Cambell;s Monomyth*. Kyamk
- Palumbo, D. E. (2014). *The Monomyth in American Science Fiction Films: 28 Visions of the Hero's Journey (Vol. 48)*. McFarland.
- Rahman, G. (2014). *The Archetypes of Hero and Hero's Journey in Five Grimm's Fairy Tales*. State University of Yogyakarta. Yogyakarta.