# Chapter I

# Introduction

## A. Background of the study

Novels, as a form of literary art, are written narratives that explore human experiences, emotions, and ideas through the development of characters, plots, and themes. Unlike movies, which rely on visual and auditory elements, novels depend solely on the written word to convey their stories. However, both mediums share the common goal of storytelling and often intersect in their exploration of complex characters and themes. One such example is the *League of Legends: Ruination* novel by *Anthony Reynolds*, which delves into the intricate character of Viego, the central figure in the Ruination event.

Viego, also known as the Ruined King, is a tragic and compelling character in the *League of Legends* universe. His story is one of love, loss, and obsession, which ultimately leads to catastrophic consequences for the world of Runeterra. The novel explores Viego's descent into madness as he seeks to resurrect his beloved queen, Isolde, at any cost. This narrative provides a rich ground for character analysis, particularly in understanding the themes of love, power, and destruction.

The definition of a novel, as a cultural and artistic product, lies in its ability to convey deep emotional and intellectual experiences through the written word. It is a medium that combines elements of literature, psychology, and philosophy to create a narrative that resonates with readers. In the case of *Ruination*, the novel

serves as a vehicle to explore the complexities of Viego's character, his motivations, and the consequences of his actions.

Character, as one of the intrinsic elements of a novel, plays a crucial role in driving the narrative forward. According to *Smith (2021)* in his work *"Character Development in Modern Literature"*, characters are representations of human beings (or other entities) that embody the story's themes and conflicts. In *Ruination*, Viego is not just a protagonist but also an antagonist in his own right. His character is multifaceted, blending qualities of a tragic hero with those of a villain. This duality makes him an intriguing subject for analysis.

*Johnson (2022)*, in his study *"The Psychology of Fictional Characters"*, defines character as the moral, mental, and emotional qualities that distinguish one individual from another. In the context of *Ruination*, Viego's character is defined by his obsessive love for Isolde, his inability to accept loss, and his willingness to unleash destruction to achieve his goals. These traits make him a complex and morally ambiguous figure, embodying both the light and dark aspects of human nature.

Characters in novels can be categorized into various roles, such as protagonists, antagonists, and supporting characters. Viego, as the central figure in *Ruination*, serves as both the protagonist and antagonist. His actions drive the plot, and his internal conflict—between love and destruction—creates the story's central tension. The antagonist role is further emphasized by the external forces that oppose him, such as the Sentinels of Light, who seek to stop his reign of ruin.

In *Ruination*, readers are likely to empathize with Viego's tragic backstory while simultaneously condemning his destructive actions. This duality is a hallmark of well-crafted characters, as it allows readers to engage with the narrative on a deeper emotional level. Viego's character represents the extremes of love and obsession, making him a compelling subject for analysis.

The novel also explores the theme of antagonistic forces, which are not always embodied by a single character. In Viego's case, the antagonistic force is his own obsession, which drives him to unleash the Ruination upon Runeterra. This internal conflict, combined with external opposition from characters like Lucian and Senna, creates a rich narrative tapestry that highlights the complexities of Viego's character.

*Anthony Reynolds*, the author of *Ruination*, is known for his ability to craft intricate and emotionally resonant stories within the *League of Legends* universe. His portrayal of Viego in the novel provides a deep dive into the character's psyche, offering readers a nuanced understanding of his motivations and actions. Through descriptive and qualitative analysis, this study aims to explore Viego's characterization, focusing on his role as both a protagonist and antagonist, and the themes of love, power, and destruction that define his story.

In this study, researchers are interested in analyzing Viego's character in *League of Legends: Ruination* by *Anthony Reynolds*, using a descriptive qualitative approach. The analysis will focus on his characterization, the duality of his role as both protagonist and antagonist, and the themes that emerge from his journey. By examining Viego's character in depth, this study seeks to shed light on the

complexities of his narrative and the broader implications of his actions within the *League of Legends* universe.

## B. Research Questions

In this study, the research questions are formulated based on the background of the study and the writer's own interest in analyzing character dynamics and intrinsic elements in narratives. The research questions are as follows:

1. How are intrinsic aspects, such as theme, plot, and character development, generally described in *League of Legends: Ruination* by *Anthony Reynolds*?
2. How are the protagonist and antagonist characterizations, particularly Viego's dual role, described in *League of Legends: Ruination*?

These questions aim to explore the narrative structure and character complexities within the novel, focusing on Viego's role as both a tragic hero and a destructive force, as well as the broader intrinsic elements that shape the story. By addressing these questions, the study seeks to provide a deeper understanding of how *Ruination* uses character dynamics and storytelling techniques to convey its themes of love, power, and destruction.

## C. Limitation of the Problems

This study focuses on analyzing the intrinsic aspects and characterizations within *League of Legends: Ruination* by *Anthony Reynolds*, specifically centered on Viego's character as both a protagonist and antagonist. To maintain a clear and focused scope, the study is limited to the following areas:

1. **Intrinsic Elements**: The analysis will concentrate on key intrinsic aspects such as theme, plot, and character development, as they relate to Viego's

journey and the overarching narrative of *Ruination*. Other extrinsic factors, such as the novel's connection to the broader *League of Legends* universe or its adaptation into other media, will not be explored in depth.

2. **Character Analysis:** The study will primarily examine Viego's characterization, focusing on his dual role as both a protagonist (driven by his tragic love for Isolde) and an antagonist (due to his destructive actions and the Ruination he unleashes). While other characters, such as Lucian, Senna, and Isolde, may be referenced to provide context, they will not be the main focus of the analysis.
3. **Thematic Focus**: The themes of love, power, and destruction will be explored as they pertain to Viego's character and the narrative of *Ruination*. Other themes present in the novel will only be discussed if they directly contribute to understanding Viego's role and motivations.

## D. Objectives of Study

Based on the research questions, the writer has established specific purposes that are expected to be achieved through this study. The objectives of the study are as follows:

1. **To Identify Intrinsic Aspects**:
    - To explore and describe how intrinsic elements such as theme, plot, and character development are generally portrayed in *League of Legends: Ruination* by *Anthony Reynolds*.

2. **To Analyze Characterizations**:

- To examine how the protagonist and antagonist characterizations are depicted in *League of Legends: Ruination*, focusing on Viego's dual role as both a tragic protagonist and a destructive antagonist.

By fulfilling these objectives, the study aims to provide a deeper understanding of the narrative structure and character dynamics in *League of Legends: Ruination*, contributing to a broader appreciation of the novel's storytelling techniques and thematic depth.

## E. Significances of the Study

The results of this study are expected to provide benefits to various parties, including readers, academic institutions, and future researchers. Through this study, the researcher personally aims to gain a deeper understanding of the characterizations of the protagonist and antagonist in *League of Legends: Ruination* by *Anthony Reynolds*, while also helping readers comprehend the complexities of protagonist and antagonist characterizations in fictional works. Additionally, the significances of this study can be divided into two major categories:

### 1. Academic significance

The results of this study are expected to contribute to the field of literary analysis, particularly in understanding character development and characterization in fictional works. By focusing on Viego's dual role as both a protagonist and antagonist, this study aims to provide insights

that can be used as a reference for further research on character dynamics and narrative structure in literature, especially within the context of modern fantasy novels like *League of Legends: Ruination*.

**2. Practical Significance**

The results of this study are expected to offer readers a clearer understanding of how protagonist and antagonist characterizations are constructed in fictional works, using *League of Legends: Ruination* as a case study. This analysis can help readers appreciate the nuances of character-driven storytelling and the themes of love, power, and destruction. Furthermore, the researcher hopes that this study can inspire and contribute to the advancement of literary analysis and creative writing in Indonesia, encouraging deeper engagement with both local and international literary works.

By achieving these significances, the study aims to bridge the gap between academic analysis and practical understanding, fostering a greater appreciation for the art of storytelling and character development in literature.