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Monomyth Pattern Manifested in The Garfield Movie by Mark Dindal (2024)

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ABSTRACT

This study examines the analysis of monomyth patterns manifested in the film The Garfield Movie (2024) using Joseph Campbell's Monomyth Theory. The method used in this study is descriptive qualitative to examine how the plot unfolds and the development of the main character, Garfield, in The Garfield Movie (2024). The results of this study show that the plot in this story can be represented systematically through the stages of the monomyth, starting from the ordinary world, the call to adventure, facing trials and conflicts, to the stage of returning with a transformed identity in the process of transformation, where the character experiences significant emotional changes. This transformation confirms that it is not only relevant in traditional epics but also applied in animated films through the structure of Garfield's journey from a simple character to a responsible one who embodies moral values, a sense of concern for others, and courage.

Keywords: *Monomyth, character development, animated film.*

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INTRODUCTION

Film is a form of literary work and mass media communication that not only serves as entertainment but also functions as a means of conveying messages, morals, information, and cultural values that can be represented through human life in a narrative and characters. One of the concepts used in analyzing a film is the Monomyth or Hero's Journey concept proposed by Joseph Campbell in *Monomyth* (1949). This theory explains that within the narrative of a story, there is also a pattern of a journey that begins with normal life, a call to adventure, facing various trials, and returning to the normal world with a transformed character and new identity. Therefore, like other media that may seem much younger than other literary works such as painting, dance, and theater, which have existed for thousands of years longer than film (Bordwell and Kristin, 2003).

Animation movies are often described as entertainment for children, but they have a structure that is worthy of academic analysis. Various types of modern animation present a variety of themes, such as emotions, character development, and strong moral values. According to Janottama and Yasa (2025), animation can be defined as an effort to create an object that is static and has life, giving it spirit and expression that makes it appear alive using computerized media. Animation consists of several images arranged in sequence to create a unique illusion that can be felt by the audience. This pattern can help the audience understand the story more clearly, and the mythological structure applied in animated films can reveal relevant mythological developments. In the past, narrative fiction was often written in the form of poetry. This relevance can be proven through the development of film technology, which will not erase the narrative structure (Yusril, 2023).

In Joseph Campbell's thinking, as discussed by Wulandari (2018), this theory has been widely used in literary studies. This concept also explains that various cultures actually have similar narrative patterns, such as in depicting the journey of a hero. This pattern is divided into three parts: Departure, Initiation, and Return. Each stage is further divided into several phases, such as the main character's journey from the ordinary world to an unexpected world and then back to the ordinary world, bringing about change. In the end, the character returns with a new identity and awareness. Thus, the Monomyth pattern can be interpreted through the character's development in a work (Wahidah, 2026).

The *Garfield Movie* (2024), directed by Mark Dindal, tells a story that presents the adventures of the main character, Garfield, when he has to leave his old, comfortable world and face various unexpected challenges. The storyline also features a change in circumstances that forces the character to leave his old world. Initially portrayed as selfish, spoiled, and lazy, with a comfortable life, this change is marked by the character's journey into a phase of development through the Monomyth pattern perspective. As time goes by, the character is able to face various obstacles with courage. This conflict serves as a character transformation in this development, so that the film can illustrate the stages of the Monomyth pattern based on Joseph Campbell, which can then be used as an object for analysis.

The characters in the film *The Garfield Movie* (2024) are very interesting to study because they show the development of characters who experience changes through stages. This development can be analyzed using the Monomyth theory which describes changes in the attitudes of the hero's perspective and response to his environment. This study aims to reveal how the Monomyth pattern of performance in the journey of the main character can provide a deeper impression of the character transformation process. With that, the monomyth framework by Joseph Campbell also prepares a systematic theoretical basis for examining the journey of the main character in more depth. Therefore, this research is expected to contribute

to academics in order to study narratology in film and emphasize the relevance of the hero's journey pattern in contemporary animation.

METHODOLOGY

Research Design

This study uses a research design to produce a framework that can be explained through the strategies employed by researchers in collecting data, analyzing data, and answering research questions in a structured manner. According to Widodo (2023), researchers must be able to consider the research taken and ensure that it is in line with the needs and objectives of the research. This research design can produce accurate research and appropriate findings. This research design includes data collection, data analysis techniques, and how to compile and conclude. This design can help researchers achieve maximum objectives and maintain consistency. Therefore, the approach in this research is a descriptive qualitative approach, which contains phenomena that are worthy of study. This qualitative research can be in the form of text or data used in the form of analysis such as Themes and analysis theories are carried out to understand more deeply through the phenomena that occur (Creswell, 2014).

Source of Data

The Data sources in This study are divided into two, categories ,namely :

1. The Primary data from this study firstly is firm The Garfield Movie (2024)
2. secondary data for supporting data from journal or book which refers to Monomyth Analysis that relevant to this research.

Technique of Collecting Data

Researchers watched the Garfield movie repeatedly and were able to identify scenes through documentation such as notes, table analysis, and also the stages of the Monomyth that were shown.

Result and Discussion

The results of this study show that the film The Garfield Movie (2024) as a whole manifests the Monomyth pattern as seen in the journey of the main character, Garfield, by following Joseph Campbell's three main stages, namely : departure, initiation, and return.

At the Departure stage, Garfield can be described as a character who is spoiled, selfish, lazy, and has a comfortable life in his old world. This stage serves as a foundation to show the significant changes that occur in the main character, especially Garfield, beginning with a safe and familiar world. The audience can also understand when differences begin to arise in facing unexpected challenges. This situation becomes part of the starting point for the transformation of the main character, which will lead to moral and emotional character development.

The Initiation stage is marked by Garfield beginning to face various challenges outside his comfort zone. In this phase, the main character experiences various things that encourage him to grow. Garfield must face various internal conflicts, such as fear, selfishness, and being far from his comfort zone. These conflicts arise when other characters present him with challenges. Through this process, Garfield begins to

show courage, empathy for others, and a sense of responsibility. Therefore, this development confirms that the initiation stage not only describes physical abilities but also moral transformation.

Meanwhile, in the Return phase, when the main character returns to his original world with a different identity, in other words, his character has changed. He used to be spoiled, but now he is starting to show a sense of responsibility, pays more attention to others, and has the ability to make wise decisions. This transformation shows that the journey experienced by the main character is not just an adventure, but also a process of learning and moral values that can be taken to integrate the character to become more responsible.

This discussion shows that Campbell's Monomyth Theory can be effectively applied in animated films. It proves that in the film *The Garfield Movie* (2024), the pattern of the hero's journey is not only relevant to entertainment epics but also as a medium for conveying moral values such as courage, empathy, and responsibility for socialization. Through the development of this character in the three stages of the Monomyth, it provides a mature illustration of how a story element can be shaped with the audience's moral understanding and can instill positive morals through a story line that is structured and systematic.

CONCLUSION

Based on the analysis conducted previously, it can be concluded that the film *The Garfield Movie* (2024) consistently manifests Joseph Campbell's Monomyth structure through its main character, Garfield, in three stages: Departure, Initiation, and Return. This journey shows the transformation of Garfield's character from being selfish, spoiled, and lazy to now having a high sense of responsibility through character growth and concern for his social environment. This finding confirms that the pattern of the hero's journey is not only relevant to traditional epics but can also be applied to *The Garfield Movie* (2024), which serves as a medium for conveying character development and the acceptance and growth of empathy in the audience, thereby contributing to the study of film narratology.

SUGGESTION

Research recommendations for the future include applying the Monomyth framework to other animations and cross-genre media to examine the universality and variation of character development patterns. Researchers can also explore integration studies through audience perception to assess how the hero's journey can engage emotionally with a deeper understanding through morality and empathy towards other characters. thereby combining the analysis of Monomyth application with various visual, thematic, and linguistic elements that can provide broader insights into storytelling techniques and cultural relevance in animated films through the impact of narratives related to Monomyth and character growth in children's social lives, which also has the potential to enrich research in the field of education.

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