

ABSTRACT

Zahratussalma Syakira. Student ID. 1195030247. ANTAGONIST NARRATIVE IN ARCANÉ FIRST SEASON 2021 FROM LEAGUE OF LEGENDS BY CHRISTIAN LINKE & ALEX YEE. An Undergraduate Thesis Department of English Literature, Faculty of Adab and Humanities, State Islamic University of Sunan Gunung Djati Bandung. Advisor 1. Bunyamin Faisal, S.S., M.Pd 2. Hasbi Assiddiqi, S.S., MA.

This research aims to explore the types and narrative functions of antagonist figures in the animated series *Arcane* Season 1 (2021), focusing on how their motives contribute to narrative progression and thematic depth. The study investigates how antagonist motives, such as the pursuit of power, ideological conflict, trauma, fear, and emotional instability, disrupt narrative equilibrium and shape character transformation. Using a qualitative, descriptive method with narrative theory by Tzvetan Todorov and character function theory by Vladimir Propp, the research identifies multiple antagonist types: the revolutionary (Silco), the compromised enforcer (Marcus), the fragmented self (Jinx), and the ideological coercer (Ambessa). These characters demonstrate that antagonism in *Arcane* is not fixed in evil, but rooted in psychological, political, and moral complexity. The findings reveal that antagonist motives are essential to triggering narrative conflict, emotional engagement, and ideological ambiguity, shifting the story from hero, versus, villain dichotomies into layered struggles of identity and loyalty. Ultimately, *Arcane* constructs its antagonists not just as obstacles, but as agents of disruption that reveal the fragility of power and the human cost of transformation.

Keywords: Antagonist Narrative, Character Motivation, Narrative Disruption, Ideological Conflict, Psychological Fragmentation

ABSTRAK

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Penelitian ini bertujuan untuk mengkaji tipe dan fungsi naratif tokoh antagonis dalam serial animasi *Arcane* Season 1 (2021), dengan fokus pada bagaimana motif antagonis mendorong perkembangan cerita dan memperdalam tema. Kajian ini menelusuri motif antagonis, seperti hasrat kekuasaan, konflik ideologis, trauma, ketakutan, dan ketidakstabilan emosional, dalam merusak keseimbangan naratif dan membentuk transformasi karakter. Dengan metode deskriptif, kualitatif dan menggunakan teori naratif serta fungsi karakter, penelitian ini mengidentifikasi beberapa tipe antagonis: revolusioner (Silco), penegak yang dikompromikan (Marcus), diri yang terfragmentasi (Jinx), dan pemaksa ideologis (Ambessa). Hasil penelitian menunjukkan bahwa antagonisme dalam *Arcane* tidak digambarkan secara hitam-putih, melainkan melalui kompleksitas psikologis, politik, dan moral. Temuan ini menegaskan bahwa motif antagonis memainkan peran penting dalam menciptakan konflik, membangun ketegangan emosional, serta membuka ruang ambiguitas ideologis. Pada akhirnya, *Arcane* membangun tokoh antagonis bukan sekadar sebagai lawan, melainkan sebagai agen disruptif yang mengungkap rapuhnya kekuasaan dan mahalanya harga sebuah transformasi.

Kata Kunci : Narasi Antagonis, Motivasi Tokoh, Disrupsi Naratif, Konflik Ideologis, Fragmentasi Psikologis