CONTENTS

APPROVAL	i
LEGALIZATION	ii
DECLARATION	iii
PREFACE	iv
ABSTRACT	v-vi
ACKNOWLEDGEMENT	vii-viii
MOTTO	ix
CONTENTS	x-xii
LIST OF PICTURE	xiii
CHAPTER I : INTRODUCT <mark>ION</mark>	
1.1 Background	1-3
1.2 Statement of Problem	4
1.3 Research Objective	4
1.4 Research Significance	5
1.5 Clarification of Key Terms	5-6
1.6 Organization of Writing	6-7
2.1 The Emergence of Comparative Literature	8-9
2.2 Comparative Literature as the Theory and Method of Criticism	10-11
2.2.1 Comparative Literature as a Theory	11-12
2.2.2 Comparative Literature as a Method of Criticism	12-14
2.3 The Concept of Hero in Literature	14-15
2.4 The Physical Appearance and Characteristic of Hero	
as Bearer of Truth	15-17
2.4.1 The Physical Appearance of Hero as Bearer of Truth	17-21

2.4.2 The Characteritics of Hero as Bearer of Truth	21-23
CHAPTER III: METHODOLOGY	
3.1 Research Design	24-25
3.2 Data	25
3.3 Source of Data	25
3.4 Technique of Collecting Data	25-26
3.5 Technique of Analysing Data	27-29
CHAPTER IV: FINDINGS AND DISCUSSIONS	
4.1 The Physical Appearance of the Hero as Bearer of Truth Appears	
in the Game and Novel Assassins Creed Renaissance	30-33
4.1.1 The Physiques Representation of the Hero	
as Bearer of Truth	33-37
4.1.2 The Power Representation of the Hero as Bearer of Truth	37-41
4.1.3 The Skill Representation of the Hero as Bearer of Truth	41-44
4.1.4 The Special Treatment Representation of the Hero	
as Bearer of Truth	45-48
4.2 The Characteristics of the Hero as Bearer of Truth Appears	
in the Game and Novel Assassins Creed Renaissance	48-50
as Bearer of Truth	50-55
4.2.2 The Goal Representation of the Hero as Bearer of Truth	55-60
4.2.3 The Strategy Representation of the Hero	
as Bearer of Truth	60-66
4.2.4 The Trap Representation of the Hero as Bearer of Truth	66-70
4.2.5 The Fear Representation of the Hero as Bearer of Truth	70-76
4.2.6 The Gift Representation of the Hero as Bearer of Truth	76-81

CHAPTER V: CONCLUSION AND SUGGESTION

5.1 Conclusion.	82-83
5.2 Suggestion	83
REFERENCES	84-86
APPENDIX	87-101

