عنوان مقاله:

Quest in James Dashner's The Maze Runner Trilogy

محل انتشار:

دوفصلنامه مطالعات ادبی انتقادی, دوره 3, شماره 1 (سال: 1400)

تعداد صفحات اصل مقاله: 15

نویسندگان:

.Ali Zamani - English Language and Literature Department, Tehran University, Kish Island

Farideh Pourgiv - Department of Foreign Languages and Linguistics, Shiraz University

Mahsa Hashemi - Department of English Language and Literature, Persian Gulf University

خلاصه مقاله:

Myths, as part of human's life since ancient times, continue to be depicted in novels, movies, and TV series with the advent of technology. The dystopian theme much favored in the book market receiving international attention and appreciation is present in a large number of novels for the adult and the adolescent. Dystopia, as a sub-genre of science fiction, has strongly affected young adult (YA) literature. The Maze Runner trilogy (YooR-Yoll), written by James Dashner, is a popular dystopian fiction with almost all-male supporting heroes. In the present paper, quest in Dashner's trilogy is investigated in order to analyze the adventure in terms of Joseph Campbell's views of hero's journey, including the steps from the very first volume to the third in order to explore the archetype of journey in an adventure taking place in the future fictional world. Characters in this trilogy go through many difficulties to survive, and they pass through the rite of the passage each facing a crisis. A major conclusion the research arrives at is that there is more of an inner change in the young characters than an instant effect on their environment; however, they will be ready for the future

کلمات کلیدی:

Archetypal Hero, Dystopia, identity, Journey, Speculative Fiction

لینک ثابت مقاله در پایگاه سیویلیکا:

https://civilica.com/doc/1375212

