SYMBOLISM OF NINE GREAT HOUSES IN GAME OF THRONES

Dwi Wira Wasistha Putri³

Corresponding Author: <u>wasisthadwiwira@gmail.com</u> Universitas Udayana, Bali, Indonesia

Article Info	ABSTRACT
<i>Keywords:</i> Symbols, Game of Thrones, Television Series	This study entitled "Symbolism of Nine Great Houses in Game of Thrones". It aims at identifying symbols that are applied and analyzing the meanings of the symbols implied in each house based on the semiosis process proposed by Peirce. All the data are taken from the Nine Great Houses by watching it repeatedly and listing all the symbols that are related to each house. The writer will identify the symbols that are found and analyses them by using qualitative descriptive methods continued with the semiosis process. The writer chose the Theory of Symbol proposed by Charles Sanders Peirce to analyze the symbols by using his triadic structure which included Object, Representamen, and Interpretant. All three parts must be present for something to be considered a sign or symbol. The results show that four type of Archetypal Symbols found, they are Symbolism of Animals, Symbolism of Colors, Symbolism of Settings, and Symbolism of Objects. These differences have resulted in various interpretations.
Corresponding Author: Dwi Wira Wasistha Putri Universitas Udayana wasisthadwiwira@gmail.com	This is an open access article under the <u>CC BY-NC-SA</u> license.

1. INTRODUCTION

Literature is an interesting subject in the world. Furthermore, we can learn everything we want to reveal from the substance of literature itself if we are able to uncover some sense in it by reading and fully comprehending it. We examine the definitions, or even dictions of literary works sentence by sentence. This method will assist us in being more vigilant when interpreting a work of literature.

Literature is related to written expression. It has many genres, such as drama, short stories, poetry, and so on, as it has evolved over time. There are several branches and types of literature that have emerged as a result of the development of literature. A film or television series is one of them. Film and literature are two different things, but they both express certain elements in a common way. Literature and film are two things that can communicate some elements in the thesis rest on the principles used in the literary analysis (Boggs and Petrie, 2008:41). This explains why literary elements such as the record of values and thought become essential items to serve as our guide for demonstrating how we distribute them into written or spoken words.

Game of Thrones is one of the most popular TV shows in history. It is set in the fictitious land of Westeros and is based on George R.R. Martin's novel series, A Song of Ice and Fire. There is magic, swords, blood, dragons, and some intense scenes contains in this world. The title of the television adaption is taken from the first novel in Martin's series, A Game of Thrones. The topic of this research is symbolism. Symbolism of Nine Great Houses in Game of Thrones will be chosen as the study's topic because there are many symbols of each house to analyse and interpret their meanings.

When it comes to representing ideas, a symbol might be an interesting way to express them verbally or in writing. According to Warren and Wellek (1984:194), a symbol has given its name to a specific literary movement and it continues to appear in widely different contexts and for very different purposes. A symbol has its own meaning, which must be interpreted in accordance with its form. It will give in you a deep sense of the importance of changing words as a form of communication. In fact, we face many kinds of symbols throughout our lives, each of which plays a unique role in our life's rhythm. We must first understand the meaning of a symbol before we can communicate it.

\$

Based on the problem above, the researcher formulated the aims of the study are to find out the symbols that are applied in Nine Great Houses of Game of Thrones how the meanings of the symbols are implied based on the semiosis process of in each symbol.

2. THEORETICAL REVIEW

Theory of Symbols proposed by Charles Sanders Peirce

In semiotics and philosophy of language, according to Peirce, a symbol is correlated to its object by an arbitrary and conventional decision, and many symbols in the Pierce sense, such as flags, emblems, astrological and chemical symbols, also relate to the object that it indicates by the morality of law, normally an association of basic concepts. A symbol is a representamen whose representative character is essentially in its being a rule that determines its interpretant. Words, pictures, written words, sounds, music, sentences, books, and other conventional signs are all symbols (Buchler, 2013:112)

Charles Sanders Peirce created his own theory of sign semiotics and taxonomic. Peirce presented a triadic (three-part) structure which included:

- a. The Object: something other than the symbol to which it indicates that object is which the symbol (represent) normally something else, but in the ambiguous situation of self-references, representment an object can however, be the same as entity. Regarding that, in semiotics, an object is something to understand and it is the genuine thing that can be known what the name or form is. Objects play a significant role in determining the interpretation of the symbols in this section.
- b. The Representamen: the form that the sign takes (not necessarily material, though usually interpreted as such) is referred to as the 'sign vehicle' by some theorists. A sign or representament is something that stands in for someone in some manner or capacity.
- c. An interpretant: not an interpreter but rather the sense made of the sign. Interpretant is a term for the meaning of sign.

Based on the definitions provided above, the researchers concluded that in Pierce theory, representament, object, and interpretant are all connected. Representament is something that stands in for someone in some manner or capacity, interpretant is a term for the meaning of the sign, and object is what the sign (represent) generally something else, but in the ambiguous situation of self-references, representamen and object may well be the same. People interpret the representament in different ways based on their personal experiences.

Something which signifies another thing is called a symbol (Abrams, 1993:195). The symbol is a presentation of an object to another object. The object can be a person, thing, situation, condition and place. In literature, the symbols themselves connect with ideas and values tighten them up together with their right as presentations (Cohn, 1974:181). It can also be understood that the term of "symbolism" denoted into many things, some of them are unconnected one and another. Symbols may have very narrow or quite wide ranges of meaning. The range may be limited to an individual or perhaps to a small group. People other than the individual or group will not understand the meaning of symbol. A symbol's range may be cultural, which means that it is known by members of cultural groups such as ethnic groups, religious groups, national groups, and so on.

How to Find Symbol

The word "symbol" derives from the Greek noun "symbolonis" equivalent to sign which is currently used in a broad sense. It is clear that a symbol can be anything that has more than one meaning. Although a symbol seems like a simple thing that we can easily find and interpret.

After knowing the definition of symbol, it is also important to know and understand how to recognize a symbol. As stated before, a symbol is difficult to identify. Also, sometimes the literary works do not give any hints at all to the viewers. Therefore, there are ways to help us recognize which are the symbols. According to Kennedy and Gioia, in order to spot a symbol in a literary work, we should see it closely and pay attention to the concrete objects in the literary work. After that, notice whether it emphasizes any of the concrete objects "by detailed description, by repetition, or by placing it at the very beginning or end of it" (1999:904-905).

Giving another perspective, Boggs and Pettrie say that there are four principal methods to recognize symbols (2008:73-76):

a. Repetition – an object that is shown repeatedly and clearly aims to draw people's attention and has symbolic power.

Ö

- b. Value Placed on an Object by a Character giving value and importance to a certain object also shows that the object must be a symbol of something else.
- c. Context an object or image can have symbolic power through the placement in the films or series and in "is built up through associations created (1) by its relationship to other visual objects in the same frame, (2) by the editorial juxtaposition of one shot with another, or (3) by the object's importance in the film's structure"
- d. Special Visual, Aural or Musical Emphasis these can be "lingering close-ups, unusual camera angles, changes from sharp to soft focus, freeze frames or lighting effects"

Functions of Symbol

The symbol has a function to represent anything around us on a daily basis, according to Kurt Moritz Arthur Goldammer on the website Britanica.com, the function of the symbol is to represent the truth, and reality and to reveal both gradually and instantaneously "the symbol sometimes identified with the reality that it represents and regards as a pure tendency of it" (Goldammer, 1999).

In the visual art, such as films or series, symbols can refer to any aspects, such as the theme, the setting, the plot, or even the character. By using objects, images, or people that automatically evoke complex associations, filmmakers save themselves from creating each symbol of the associated attitudes and feelings within the context to support each movie or series. (Boggs and Petrie, 2008:71)

A symbol in the movie or series must be understood that anything can almost take on symbolic meaning in a film; understanding the nature, function, and importance of its symbols is required in approaching a work of art. The symbols are created in the popular culture of film. All of the symbols are interpreting and represent the world around us daily.

3. METHODS

In this study, the writer will use qualitative descriptive methods in which the data are taken in the form of symbols and interpreted them descriptively. The data source was from Game of Thrones series by HBO, specifically from Nine Great Houses in Game of Thrones. The researcher collected all the symbols that exist and how the symbols represent each house in the series. Besides how famous this TV series is, the data source is chosen because there are many symbols of each house and their meanings to be analyzed. The researcher obtained the data from the Nine Great Houses in Game Of thrones by watching it repeatedly and reading some sources related to it. The symbols that are related to each house will be listed to be analyzed. The data that the writer finds will be analyzed to answer the problems of the study. Firstly, the writer identifies the entire symbols based on the listed has been made and analyzed their meanings. After that, the house sigils will be analyzed on the semiosis process to find the meanings.

4. RESULTS AND DISCUSSION

In the discussion, the process of analyzing data to know the cooperative principle in the film "Catch Me If You Can". The analysis is presenting types of cooperative principle based on maxims. In analyzing the data, the theory of cooperative principal types purposed by Grice (1889). From the data of film 'Catch Me if You Can", there are four types of cooperative principal types found. This part mainly discusses about the types of cooperative principle found in the film.

a. Introduction

In this chapter, the researcher provided symbolism analysis of one of the best TV shows that have ever existed, Game of Thrones. The researcher also presents a further explanation about symbolism of nine great houses in Game of Thrones. To be specific, the nine great houses are House Stark of Winterfell, House Targaryen of King's Landing, House Lannister of Casterly Rock, House Baratheon of Storm's End, House Martell of Sunspear, House Tyrell of Highgarden, House Tully of Riverrun, House Arryn of the Eyrie, and House Greyjoy of Pyke.

The data were collected from the nine great houses of HBO's Game of Thrones TV series and will continue to the semiosis process by Peirce to find the meaning. There are Representamen, Object, and Interpretant. Representamen is sign. Sign is all of the life, can be seen from eyes and real. The Object is the sign refers. Pierce in Winfried Noth (1990:42) states that objects which the sign (Represent) usually something else but in the borderline case of self-references, Representamen an object can be same with entity also. The

Interpretant is a term of the meaning of the sign. Pierce defined interpretant as sign "a sign of address" also. The Interpretant is not an interpreter but rather the sense made of the sign. The Interpretant is interpreting something seen. According to Pierce's theory Representamen, Object and Interpretant is one relation, to find the interpretant must be see the representamen and the object.

This study applied descriptive analysis to analyze the data by describing each data set one by one to discover the meaning by the semiosis process based on Pierce's semiotic theory. Only symbols will be examined in this study. The symbol is something used for or regarded as representing something else; a mark, sign, or word that indicates, signifies, or is understood as representing an idea, object, or relationship. However, the semiosis process is limited by the researcher's capability, as Barthes states in his book that the semiosis process is dependent on the individual autonomy or supra-individual principles of the person doing the semiosis. The semiosis will conclude when the individual has nothing further to connect with the final Interpretant. Additionally, Winfried Noth's Handbook of Semiotics states that Pierce's semiotic theory is frequently used in movies or TV series to reveal the meaning.

b. Archetypal Symbol

According to Finkelstein (2010), there are three kinds of symbol, they are: Archetypal Symbol, Conventional Symbol and Personal Symbol. Archetypal symbols are the universal roles everyone must eventually play out in the act of consciousness integration. Archetypal symbol can be an object, location, pictures, animals, and so on in a story that contains more than one functional meaning. It has both a physical meaning in the story world and a thematic meaning for the reader to interpret. Archetypal symbols are the only type of symbols related to the symbols that have been found in this study and will be explained in several subsections. The archetypal symbols that follow are only representative, that is, these do not function as archetypes each time they appear in literature; rather, their meaning will vary somewhat according to their contexts.

c. The meanings of symbols based on the semiosis process

Symbolism of Animals

Animals are often archetypal symbols of sorts, and they also bring up certain images in people's minds. Therefore, they are powerful symbols that can be used for a variety of purposes.

[c-1] Dire Wolf

The symbol of this data is: *Dire Wolf*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Dire Wolf* is the Representamen [R] which symbolize the loyalty and family-oriented [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Starks put their family honor first and foremost, just as a wolf pack always makes decisions that will benefit the entire group. So as the result, the *Dire Wolf* is not only the most famous animal of the North but it is also a very loyal and family-oriented animal. The Starks always prioritize their family members much as a wolf pack always makes decisions that will benefit literally the entire pack or they will struggle to live when separated much as the Starks throughout the seasons of Game of Thrones.

[c-2] Dragon

The symbol of this data is: *Dragon*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Dragon* is the Representamen [R] which symbolize the power and vitality [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Dragon is telling how aggressive and powerful House Targareyn is, that Dragon is devastating, capable of burning entire cities to ashes. So as the result, *Dragon* is one of the iconic animals, it is huge with monstrous wings and enormous claws. In House Targaryen, it symbolizes power, vitality or even madness. the *Dragon* is a giant flying reptile with the ability to breathe fire and capable of demolishing armies and burning down the entire cities to the ashes just like the Targaren *Dragons* did in Game of Thrones.

[c-3] Lion

The symbol of this data is: *Lion*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Lion* is the Representamen [R] which symbolize

Ċ

the royalty and leadership [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Lion of House Lannister shows that the family likes to imagine themselves as the rulers of the Kingdom. So as the result, the *Lion* is always considered as the king of the jungle. It symbolizes royalty and leadership as the Lannisters all carry themselves with dignity and a sense of majesty that they like to imagine themselves as the rulers of the Kingdom. However, the Lannister have genuinely transformed their house into something as powerful and majestic as a *Lion*. Throughout the series, their ambition for power is driven by the strength of their abilities to manipulate people in order to achieve their objective. It is also commonly related to the Great Mother and protection similar to Cersei Lannister who is passionately protective of her children and a clever hunter who prevs on the weak.

[c-4] Stag

The symbol of this data is: *Stag.* From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Stag* is the Representamen [R] which symbolize the royalty and leadership [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Stag symbolizes all of which can easily to be attributed to House Baratheon. So as the result, Baratheon was the first King technically in Game of Thrones when it started, that is why the crowned black *Stag* shown as their house sigil. the House Baratheon animal which is the *Stag* may appear paradoxical at first look because deer are believes to be calm, delicate animals, in contrast to the huge aggressive Baratheons. The three Baratheon heirs are eager to kill one another to take the Throne, demonstrating the aggressive characters.

[c-5] Trout

The symbol of this data is: *Trout.* From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Trout* is the Representamen [R] which symbolize the adaptability, patience and emotion [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Trout appears to be one that adapts well to its environment which represents the House Tully to maintain their position. So as the result, the *Trout* is not the most aggressive fish in the water but it is one of the strongest swimmers and adapts well to its environment which represents the House Tully to have always maintained their position through clever marriages, determined to survive and grow despite their lack of natural protection. Instead of proclaiming their terrible might, they patiently take pleasure in their ability to go with the flow and they tell us that when you're up against opponents on all sides, it is critical to prioritize.

[c-6] Falcon

The symbol of this data is: *Falcon*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Falcon* is the Representamen [R] which symbolize the agility and protection [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Falcon builds its nest very high up to protect its vulnerable young and likewise, Lysa Arryn is obsessed with protecting her son. So as the result, House Arryn is located on the top of the mountain and it fits well with their animal, *Falcon*. With the agility of the *Falcon*, the enemies will find a hard way to attack them. The *Falcon* builds its nest very high up to protect its vulnerable young, as Lysa Arryn did to protect her son, fiercely guarding him high up in Eyrie, a castle on the top the moon's mountains.

[c-7] Kraken

The symbol of this data is: *Kraken*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Kraken* is the Representamen [R] which symbolize the power and mystery [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Greyjoys take pride in their violent culture, taking through brutal force like the powerful Kraken on the mysterious dark sea. So as the result, *Kraken* is used as House Greyjoy's animal basically to represent that they are aggressive, nasty, and strong, especially at the sea where it is their place. They take pleasure in their violent culture, taking by ruthless force like the mighty *Kraken*. The environment also signified and shaped the Greyjoy's brutal characters since they had to subsist bu plundering their neighbors. The *Kraken* myth grew and such washed up specimens were interpreted as messages from God or the Devil, sometimes called sea angels or sea devils, it depends.

Symbolism of Colors

Ċ

Colors are also considered as archetypal symbol that they are used in literature to communicate a message or underscore a theme.

[c-8] Grey

The symbol of this data is: *Grey*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Grey* is the Representamen [R] which symbolize the depression, loss and sadness [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Grey color fits with the difficulties House Stark has faced. So as the result, *Grey* is a neutral color that is peaceful and quiet. it is also the color of compromise and intellect but on the other hand, it symbolizes depression, loss and sadness which seems suitable given the difficulties House Stark has faced in the series. The gloominess of grey symbolizes the terrible fate of the family.

[c-9] White

The symbol of this data is: *White*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *White* is the Representamen [R] which symbolize the innocence, purity and perfection [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that White is the color of snow shows the innocence and purity of House Stark and perfectionist from a mother to her son. So as the result, *White* symbolizes innocence, purity and perfection. *White* is definitely the color of snow, as result of the coming winter so it really represents how the characters and the surroundings of House Stark in the North. *White* also symbolizes perfection which Lysa Arryn seeks in order to ensure her son Robin Arryn is ready to lead.

[c-10] Black

The symbol of this data is: *Black*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Black* is the Representamen [R] which the death, evil, and mystery [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the darkest color that often represents bad characteristics. So as the result, in House Targaryen, *Black* represents how aggressive they are like their cold color, raw and ruthless. In House Baratheon it represents their internal dark or hidden secrets. Meanwhile in House Greyjoys, the darkness of *Black* represents the depths of the open ocean which is merciless.

[c-11] Red

The symbol of this data is: *Red.* From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Red* is the Representamen [R] which symbolize the blood, love, aggression, and anger [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Red is obviously the color of love. However, it is also the color of fire which is dangerous. So as the result, *Red* can symbolize the color of blood and love, it represents how House Tully always respects the value of blood relationship, but it also has negative meanings in literature that it can symbolizes aggression and anger, it is also the color of fire which is clearly known to be dangerous. The *Red* color is connected with the House Targaryen since the Dragons breathe fire to burn the enemies.

[c-12] Gold

The symbol of this data is: *Gold*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Gold* is the Representamen [R] which symbolize the royalty and prosperity [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Gold is the common color that is used for royalty and often showed the richness. So as the result, *Gold* typically symbolizes royalty and prosperity both of which the Lannisters have in plenty as well as being the finest. However, it can also signify fakeness as how the Lannister like to imagine themselves as the ruler of the Kingdom. As it symbolizes prosperity, the Baratheons in the other hand are more concerned with gold's greed for power that they could kill one another which demonstrates the greedy character of *Gold*. Prosperity and greed can be seen from House Tyrell as well since they are also wealthy but also greedy, shortly they are just the calm version of House Lannister and Baratheon. Significantly different, House Greyjoy represent Gold as the power that they swindle their neighbors, they would take everything by force.

[c-13] Orange

The symbol of this data is: *Orange*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Orange* is the Representamen [R] which symbolize the warmth and freedom [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Orange is the color of the sun, it feels warm and shows freedom. So as the result, in House Martell, *Orange* symbolizes warmth. It is the color of their house that represents the pleasant temperate climate in the location where they live, the desert. It is also the color of the Sun which used for their house sigil.

[c-14] Green

The symbol of this data is: *Green*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Green* is the Representamen [R] which the growth, greed, and jealousy [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that although it is a stable color, Green also has negative meanings such as greedy and jealousy. So as the result, *Green* is universally associated with nature as it is displayed by House Tyrell at where they live in a typically garden castle called Highgarden. The *Green* color also symbolizes growth referring to their house motto, "Growing Strong". *Green* is a pleasant, nurturing color that symbolizes spring, freshness, and life itself. It's seen as a stable color, much like the Tyrell ladies. However, it also has negative meanings such as greed and jealousy, and Margaery and Olenna Tyrell are extremely manipulative and relentless in their pursuit of self-interest.

[c-15] Blue

The symbol of this data is: *Blue*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Blue* is the Representamen [R] which symbolize the sky, calmnesss, and peace [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Blue is the color of the sky, it is used for House Arryn color based on their location on the top of the mountain. So as the result, *Blue* is the color of the sky, it is used for House Arryn color based on their location on their location on the top of the mountain. However, much like in other aspects of color application, *Blue* can also symbolize calmness and peace.

Symbolism of Settings

The archetypal settings represent the different locations that are found in literature.

[c-16] Winter

The symbol of this data is: *Winter*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Winter* is the Representamen [R] which the death and sadness [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Winter is the season provides the setting for painful messages. So as the result, *Winter* symbolizes death and sadness. We often see films and literary works used *Winter* as a backdrop during sad moments in a character's life. The season provides the setting for painful messages. House Stark as the representation along with their house motto which is "Winter is Coming" and it relates to their awareness. It is an expression that means one must always be prepared for a moment in the future whenever tests and trials will occur.

[c-17] Sea

The symbol of this data is: *Sea*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Sea* is the Representamen [R] which symbolize the power, strength and mystery [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Sea is endlessness and always been seen as a symbols of power yet it is mysterious. So as the result, throughout history, the *Sea* or ocean has been seen as a symbol of power and strength. It is also often seen as a symbol of mystery, and endlessness as we can see in House Greyjoy that as long as they are at the *Sea*, they are nearly superhumanly nasty and strong and will take everything by force, as well shown with their house animal which is Kraken, the huge monster in the ocean.

[c-18] Garden

The symbol of this data is: *Garden*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Garden* is the Representamen [R] which symbolize the growth and feminine [O]. Then, because of the relationship between Representamen and Object,

Ċ

the Interpretant [I] is that Graden is a place of growth, it also symbolizes that the Tyrells female characters are more known. So as the result, *Garden* is a place of growth. It is really fit place for House Tyrell along with their house motto which is "Growing Strong". Thus, it also symbolizes feminine refers to Tyrells that their female characters are more known than male ones.

Symbolism of Objects

Many objects found in literature are in fact archetypal symbol. Some objects that may seem normal actually have important symbolic meanings.

[c-19] Fire

The symbol of this data is: *Fire*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Fire* is the Representamen [R] which the destruction and violence [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Fire is dangerous and tremendously difficult to handle. So as the result, *Fire* symbolizes simultaneously denotes destruction and violence. House Targayen motto is "Fire and Blood", which is related to their Dragon fire connection and represents their more violent character. It creates the image of power, intimidation, and violence. *Fire* also is a symbol of vitality and survival, but it is dangerous and tremendously difficult to handle. A contained symbolizes inner vitality and a powerful soul, but a rapidly spreading wildfire symbolizes Targaryen madness, a destructive force out of control.

[c-20] Blood

The symbol of this data is: *Blood*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Blood* is the Representamen [R] which symbolize the life and death [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that Blood symbolizes life but we probably more often see it as a symbols of death especially in Game of Thrones. So as the result, while sometimes *Blood* does symbolizes life but we probably more often see it as a symbol of death, especially in Game of Thrones. The *Blood* pumping through our veins keeps us alive, yet the word "Blood" shows the power of bloodshed which the Targaryens will not avoid for the sake of their cause. *Blood* is also the word that the House Targaryen used for their motto.

[c-21] Crown

The symbol of this data is: *Crown*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Crown* is the Representamen [R] which symbolize the power, honor, status, and royalty [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Crown is a traditional way to symbolize power. So as the result, a *Crown* is a traditional way to symbolize power, honor, status and royalty as those are the main purpose in Game of Thrones where every house and kingdom fights against each other for it.

[c-22] Sun

The symbol of this data is: *Sun*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Sun* is the Representamen [R] which symbolize the power, glory and independence [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that the Sun is the planet's natural source of light and heat. So as the result, the *Sun* symbolizes power, glory and independence all of which are the characteristics expressed by any of the Martell characters. It fits to be used as their house sigil symbol instead of animal and perfectly represents their passion for their homeland. *Sun* is the planet's natural source of light and heat, the Martells ruled Dorne for a thousand years and never bowed the knee to any conquer. They are presenting us with a fiercely independent society that refuses to play by any of the same rules.

[c-23] Spear

The symbol of this data is: *Spear*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Spear* is the Representamen [R] which symbolizes the agility and teamwork [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that agility is required for those who choose Spear as their weapon. So as the result, *Spear* symbolizes agility and teamwork. The *Spear* is a common weapon among House Martell

members; both Oberyn Martell and Obara Sand wield one. *Spear* symbolizes single-mindedness and tunnel vision since a soldier must focus his concentration on one target when using a *Spear*.

[c-24] Rose

The symbol of this data is: *Rose*. From the Pierce's theory of semiotics, this is the Representamen [R] of the symbol. After that, the semiosis process is the symbol *Rose* is the Representamen [R] which symbolize the beauty and harmful [O]. Then, because of the relationship between Representamen and Object, the Interpretant [I] is that people often overlook the dangerous thorns that grow beneath the Rose's beauty. So as the result, the *Rose* usually symbolizes beauty, elegance and joy. However, just because the *Rose* is beautiful does not imply it cannot harm people who make contact with it. People often overlook the dangerous thorns that grow beneath the flower's beauty. But, like the thorny *Rose*, the Tyrells are cunning and merciless behind their charitable and poised appearance especially when they chose a golden *Rose* as their house sigil symbol, it also showed how greedy and opportunist they are who always selecting the side that is likely to win. The Tyrells used a *Rose* also reflecting the source of their power in the growth of Highgarden.

5. CONCLUSION

The analysis in the previous chapter shows that four type of Archetypal Symbols found. They are Symbolism of Animals, Symbolism of Colors, Symbolism of Settings and Symbolism of Objects. There are 24 archetypal symbols found from the Nine Great Houses in total that 7 data of Animals, 8 data of Colors, 3 data of Settings and 6 data of Objects.

The semiosis process begins with the Representamen. The Representamen is the symbols that are represent the Nine Great Houses. The semiosis process is then carried on to the next phase, identifying Object. The Object is something that appears in the mind depending on its Representamen. The Object that will appear in this stage is determined by the analyzer. The last one is Interpretant. The Interpretant is the analyzer's exegesis of the Representamen and Object pair. As a result, the semiosis process that happens on each house sigil took three steps: Representamen, Object, and Interpretant. And Peirce's triangle describes these steps.

The writer also found that the symbols had the most influence on each house to represent them. The writer integrated the Interpretant from the symbols to derive the meaning after establishing the stages and explaining the semiosis using Peirce's triangle. The symbols and the writer's exceptical abilities are important in explaining and describing the meaning. These differences had resulted in various interpretations.

REFERENCES

- Abrams, M. H. 1985. A *Glossary of Literary Terms*. Sixth Edition. Orlando: Cornell University, Harcourt Brace Jovanovich.
- Boggs, J. M., & Pettrie, D. W. 2008. *The Art of Watching Films*. (E. Barrosse, Ed.) 7th Ed. New York: McGraw-Hill.

Cohn, R. 1974. Symbolism. The Journal of Aesthetics and Art Criticism.

Finkelstein, H. M. 2010. Ancient / Medieval Cultures.

Goldammer, K. 1999. *Religious Symbolism and Iconography: Varieties and Meanings Associated with the Term Symbol.* Retrieved from <u>https://www.britannica.com/topic/religious-symbolism</u>

Kennedy, X. J., & Gioia, D. 1999. *Literature: An Introduction to Fiction, Poetry, and Drama*. Seventh Edition. New York: Pearson.

Noth, W. 1995. Handbook of Semiotics. Bloomington: Indiana University Press.

Peirce, C. S. 2013. *Philosophical Writings of Peirce*. Edited by Justus Buchler. New York: DOVER PUBLICATIONS, INC.

Wellek, R., & Warren, A. 1942-1956. *Theory of Literature*. http://depts.washington.edu/lsearlec/510/Texts/Wellek-Theory%20of%20Lit.pdf