



## **NORSE MYTHOLOGY IN J.R.R. TOLKIEN'S *THE HOBBIT***

### **Abstract**

This study aims to identify the influence of Norse mythology in the factual structure of the novel. The object of the study is *The Hobbit* by J.R.R. Tolkien. The researcher uses Dynamic Structuralism as the approach for this study. The analysis is divided into two parts. The first part analyses the factual structure of the novel, which comprises of plot, character, and setting. After that, the researcher investigates and reveals the elements of Norse mythology which are depicted in the factual structure of the novel. There are two tales in Norse mythology that influence the plot of the novel which are the tales of Sigurd the dragon slayer and the story of Beowulf. There are six races and eighteen characters which are also borrowed from the Norse mythology. The races are the dwarfs, the elves, the wizards, the goblins, the berserk, and the giants (trolls). The characters related to the Norse mythology include sixteen dwarfs, one wizard and one berserk. There are one setting of time and one setting of place which are borrowed and influenced by the Norse mythology. The setting of time is the Third Age of Middle earth while the setting of place is Mirkwood.

Keywords: Norse Mythology, Factual Structure, Dynamic Structuralism, *The Hobbit*