

CHAPTER FOUR

CONCLUSION

After analyzing the narrative techniques in “The Hound”, “The Call of Cthulhu”, and “The Thing on the Doorstep”, I would like to draw a conclusion. First, I would like to briefly review my findings in the previous chapter. Afterwards, I would like to point out the similarities and the differences in the narrative techniques and end this chapter with few personal thoughts.

In the first story, “The Hound,” the point of view is a first-person point of view that focuses on the focal character that is a nameless narrator who is the protagonist. Through the point of view, the characteristic and the thoughts of the narrator influence the story to be unreliable and show that the story has subject matters such as fear of the unknown and cosmic horror. As for the time and tempo, the time order includes a flashback in the beginning and makes the time order not chronological to organize the importance of each event for the story; moreover, the tempo is divided into slow tempo and quick tempo, each used effectively to show details and important events. Additionally, Lovecraft uses specific region diction to show the setting, specific terms that revolve around artistic and literary movements, and concrete diction that

emphasizes senses. All the diction used portrays the characteristic of the narrator, elevates the horror, and gives readers a vivid image of the horror object.

In the second story, “The Call of Cthulhu”, the point of view also uses the first-person perspective in the perspective of the focal character, the protagonist named Thurston. The point of view shows the roles of the narrator and the Lovecraftian subject matters which make the horror delivered to the readers. The time order is not chronological and uses flashbacks to effectively bring the immediacy and shows the cosmic horror; and the tempo of the story is slow to fit the writing and its horror subject. Furthermore, Lovecraft’s style uses technical diction pertaining to archaeology and theosophy to merge the readers’ reality and the horror aspect to bring fear into the story.

In the third story, “The Thing on the Doorstep”, the point of view used is the first-person point of view but focuses on a minor character in the story, Upton. This leads to the narrator standing as an observer in the story. The point of view brings the fear of the unknown through the narrator’s outsider point of view and shows other subject matters like cosmic horror and the fragility of the mind. For the time and tempo, the time order puts the ending at the beginning and then uses flashbacks throughout the story to organize the events’ importance and reveal the cosmic horror; while the tempo is fast to produce tension for the horror story. Moreover, Lovecraft’s style that stands out in the story is the use of allusive diction that alludes to horror objects and beings present in his other works to show the fear of the unknown. In all the three stories, the elements produce their own effects—related to the purpose—and mainly increase the empathy and bring the immediacy in the distance and therefore, making the distance close.

From the review above, it is apparent that the narrative techniques' elements used in each story have some similarities and differences. In the point of view, all the stories use the first-person point of view; however, the narrators' roles and characteristics are varied. The focal character in "The Hound" and "The Call of Cthulhu" is the protagonist; however, "The Thing on the Doorstep" focuses on the deuteragonist or the side character—which makes the first-person point of view quite different. And despite the narrator in several parts in the story obstructs the reader's view and therefore blocks the immediacy, the use of it is still essential and effective for the story-telling and for the horror effect.

The time and tempo are varied but the similarity lies on the time order which is not chronological in each story. By effectively optimizing flashbacks and non-chronological time order, the author shows that he knows which event to go first and what details to flesh out to create the perfect suspenseful and terrifying short story with a fitting character. The tempo varies from slow in "The Call of Cthulhu", to fast in "The Thing on the Doorstep", and even a mix of both in "The Hound". The author recognizes how to set up a good pace to make an interesting story to the readers and at the same time, manages to capture the subject matters of Lovecraftian horror.

In these stories, in particular, Lovecraft tends to use formal diction. They all range from specific diction that shows certain regional terms and concrete diction to emphasize five senses in "The Hound", allusive diction that alludes to Lovecraft's works in "The Thing on the Doorstep", and many more. While the sub-categories in the formal diction are different, they are basically used to show something more to the readers or to help the readers perceive the story better and make the distance closer in the end.

Albeit there are differences in the narrative techniques' elements, all of them prove to make the distance close as analyzed in the previous chapter. The close distance is not only just because all the elements affect the two elements that control the distance, but also because the author manages to deliver his purpose of making the narrative techniques as such, which is to deliver his unique sub-genre of perfected horror that could deliver horror to the readers through the subject matter of cosmic horror and fear of the unknown.

It is not an exaggeration to say that Lovecraft executes the Lovecraftian stories very well—whether it is because he is a great prolific author or because he himself is the one who creates the sub-genre. The appeal of Lovecraftian horror in the stories is shown by inserting many Lovecraftian horror subject matters in the narrative techniques. This leads the stories, despite being labeled as horror stories, to become unique enough to be distinct and separated from all the other horror stories. Therefore, I believe that these three stories are worth reading and analyzing.