

## ABSTRACT

Study of Time in Luigi Pirandello's Selected Plays: *Henry IV*, *The Rules of the Games*, *The Life I Gave You*, and *Six Characters in Search of an Author*. The purpose of this study was to investigate the effects of time in the four plays of an Italian playwright Luigi Pirandello *Henry IV*, *The Rules of the Games*, *The Life I Gave You*, and *Six Characters in Search of an Author*. It was hypothesized that present time has unleashed destructive effects upon the characters and past shaped an asylum. It was a thematic and technical analysis of time with reference to the four plays.

Although some research has been carried out on the use of time in the plays of Pirandello but further study is warranted. It will add to the knowledge base and can be applied to more plays of Pirandello. Teachers and students can equally avail the use of time from multi-farious angles: psychological, emotional, physiological, and artistic.

Using descriptive and qualitative research design, it was found that between the two patterns of time, present and past, past was a perfect place to live. It was a world where time was fixed and permanent. Present is linear and past is non-linear.

For this purpose the paper was divided into four chapters. The first chapter was "Time and Memory in *Henry IV*". Linear time has maddened Henry. He lived with his memories of past. It was a place of refuge from the brutal present. Linear time has blessed him with isolation, loneliness and alienation. It yielded indelible impressions upon his body and emotions. He has grown old and weak. Amidst this torture only past memories provided him meaning for existence.

Chapter 2 was "Multiple Selves: A Reaction to Time in *The Rules of the Game*". It was about multiple identities or roles of Silia. Multiple personalities were integral part of her superficial present self. Present allowed single self only. Discontented from the present she moved to the imaginary fantastic world to ease the burden of existence by multiple selves: a child, a prostitute, a tigress and a death planner. These multiple roles minimized her agony. The image of the egg and the metaphor of game are also seen in the light of time. Egg yolk symbolizes non-linear time and egg-shell linear time. The game is also a metaphor of linear time.

Third chapter was "Death: An Effect of Time in *The Life I Gave You*". Death has taken place in the play. The body was brought on the stage. It existed in the spatial time and underwent aging process and death. But it was unacceptable for the mother to see the dead body of her son. She cried her heart out at the mercilessness of time.

The last chapter contained three sections: "Play-within-a-play as Past: A Technique in *Six Characters in Search of an Author*"; "How Creation of a Piece of Art Takes Place in Meta-time?"; and "Time in Art: An Analysis of *Six Characters in Search of an Author*." In the first section six characters narrated their entire past on-stage. In the second section artistic process of creation of the play *Six Characters* was stated. Pirandello believed that an artist can never consciously create any piece of art. Art was created in the meta-time; time of the unconscious. A contrast between the art and the stage performance was established in the third section. Art bestowed permanence to the chaos of life.

Moreover, every chapter was a technical exploration of time. Plot of all the plays was contrapuntal in nature developing comparison and contrast the present and past.

It was concluded that present has wreaked emotional, psychological, physical and artistic impairment. Past was a blessing and present a havoc.