

ABSTRACT

Yudan 1185030213. **Decolonialism in narrative of *final fantasy tactics war of the lions videogame scripts***. An Undergraduate Thesis Department of English Literature, Faculty of Adab and Humanities, State Islamic University of Sunan Gunung Djati Bandung. Supervisor 1. Dr. Ujang Suyatman and Supervisor 2. Bunyamin faisal M. Pd

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The purpose of this research is to identify the narrative functions, spheres of action, and decolonial themes in *Final Fantasy Tactics: The War of the Lions* and examine their contributions to the impact of the story. This research utilized a qualitative method; the data were taken from the game's narrative and analyzed using Vladimir Propp's theory of narrative functions and spheres of action, alongside Frantz Fanon's theory of decolonialism. The findings of the research reveal that the game intricately employs a complex narrative structure, with each character embodying specific roles within Propp's framework, such as the Hero, Donor, and False Hero, to advance the story's themes of power, resistance, and moral ambiguity. The game's narrative is further enriched by the application of Propp's spheres of action, which elucidate the characters' functions within the story, highlighting their contributions to the unfolding plot and the exploration of political and personal conflicts. Additionally, the decolonial themes present in the game provide a critical lens through which the struggles for power, identity, and agency are examined, mirroring Fanon's exploration of the psychological and sociopolitical impacts of colonialism.