

CHAPTER I

INTRODUCTION

This chapter was conducted intentionally in serving the introduction of research which determined in the following content from research background, research question, research objective, research significances, and the definition of key terms.

1.1 Research Background

Videogames are the merging of various art forms, such as literary writings and visual arts. In 2005, though, Ebert a prominent film critic, stirred the world in controversy when he implied that videogames could never be art. According to Ebert (2005), "books and films are better mediums and better uses of time. But how can I say that when I admit I am unfamiliar with videogames?" Ebert (2005) also says, "...that a game can aspire to artistic importance as a visual experience, I accept. But for most gamers, video games represent a loss of precious hours to make ourselves more cultured, civilized and empathetic." Therefore games have many genres.

Game genre is defined as the characteristics of games characterized by similarities in style, content, and gameplay. For example, Simulation, a game made from things that exist in the real world. The nature of this genre provides knowledge to simulate things from real life. This game was created for people who want to try something like controlling an airplane, but in the real world can't do it. Strategy: This type of game focuses on strategic elements. This genre usually focuses on building a city or kingdom and organizing war strategies. Action, presents the main features in the form of actions such as jumping, fighting, shooting, etc. *Fuzzle*, this type of game genre is a puzzle game, the focus is purely on solving puzzles usually without much narrative.

Role-playing game (RPG), a game genre where the player plays a character in the game, in this game there are elements such as experience points, or character development that is played so that the character levels up and becomes stronger. The story elements in RPG games are very strong. This genre guides players to carry out the character they are given according to the plot that has been created in the game. This type usually has a complex storyline. Apart from that, in this RPG game we can explore a fairly large map. RPG games are divided into two genres, namely Action RPG and Turn Based RPG.

In this regard, Sebastian Domsch, in his research entitled *Storyplaying: Agency and Narrative in Video Games (2013)*, explains the relationship between narrative and video games. Domsch (2013) proves that narrative is found in modern video games which he then calls future narrative. Domsch (2013) also argues that video games do not have a direct narrative form but instead contain narrative through four forms that appear in video game elements. Of course the concept of narrative in video games is therefore becoming increasingly important today, as the medium develops to incorporate more complex storytelling techniques. The famous of RPG are *Game Final Fantasy*, *Mass Effect Legendary Edition*, *Baldur's Gate 3*, *Fallout: New Vegas*, *The Witcher 3: Wild Hunt* and *Dragon Age: Inquisition*.

Final Fantasy Tactics War of The Lions, is a tactical role-playing game developed by Square Enix, which offers a unique blend of strategic combat and engaging storytelling. The story of *Final Fantasy Tactics War of The Lions* revolves around the protagonist Ramza Beoulve, a member of the respected House Beoulve, who finds himself caught amid the war and later uncovers the truth behind a conspiracy that threatens the world. Also the game are rich, intricate narrative set in the war-torn kingdom of Ivalice. The story unfolds through the eyes of Ramza Beoulve, a young nobleman caught in the turbulent aftermath of the Fifty Years' War.

This conflict sets the stage for political intrigue, social upheaval, and personal quests for power and redemption. The narrative begins with Ramza's experiences as a cadet in the Order of the Northern Sky, where he and his friends, including Delita Heiral, face the harsh realities of war and the corruption within their own ranks. As the game progresses, the initial camaraderie between Ramza and Delita fractures, with Delita rising through the ranks of the nobility through cunning and manipulation, while Ramza becomes a pariah, seeking the truth behind the war and the church's involvement. The game's plot intricately weaves personal stories with grand political schemes. Ramza's quest is not just about stopping the war, but also about uncovering the truth behind the ancient, malevolent Lucavi demons and the Zodiac Braves legends. This blend of myth and political drama enriches the narrative, providing depth to both the characters and the world they inhabit.

So, Narratives play an important role in role-playing games (RPGs). RPGs may heighten role-play through delivering more coherent narrative experiences compared to other game genres (Moser and Fang 2015) survey of narrative mechanisms in games showed that RPGs demonstrated the widest per-game range of narrative mechanisms. RPGs were found to devote more total average play-through time to embedded narrative content than other genres (Ip, 2011).

RPG constantly experiment with fairy themes in a modern setting of Classical fairy. In contrast, role playing games based on classical fairy tales call for modern audiences to wrestle with the tale and choose for themselves what elements to keep and modernize. In this capacity, fairy tales based role playing games are a tool that allows us to examine firsthand how fairy tales resonate with today's audiences.

Seeing how modern audiences respond to the classical fairy mythos when given such freedom to mould the classic narratives, what elements of fairy tales they choose to reenact and how they apply the fairy tale morals, ethos and themes in modern day

situations and struggles brings out the dynamic of fairy tales narratives and highlights what their actual attraction and usefulness is in a modern world. The very format of the game allows, as we have seen, for a deeper exploration of identity and self.

Also Role Playing Games have the potential to be one of our avenues of cultural evolutionary resistance. Trial and error as a game revealing is close to the general tendencies of humans to recall incidents, repeat actions and create useful realities through a role playing game which is a mirror, even an extraordinary one, of what we call real life (Mesoudi 2011). As Winnicott acknowledged “It is these cultural experiences that provide continuity in the human race that transcends personal existence. I am assuming that cultural experiences are in a direct continuity with play” (Winnicott and Rodman 2010).

One of the key theories that has been applied to narrative analysis in video games is the theory of Vladimir Propp, a Russian scholar who developed the theory of structuralism in the narrative analysis of folk tales and fairy tales. His theories, particularly those outlined in his book "*Morphology of Folktales*," have been influential in the study of narrative structure in various media, including video games. Propp's model, consisting of 31 functions and 7 broad character types, provides a framework for analyzing the narrative structure of video games. This model is very useful in understanding how video games use character archetypes, storylines, and level narratives to tell stories. By applying Propp's theory, researchers can gain insight into how video games use narrative to create immersive experiences. Understanding the function of narrative in video games is critical for game designers and developers who want to create engaging and memorable experiences for players.

Naturally, the problem goes beyond this point. In *Final Fantasy Tactics War of The Lions* portrayed the cruel of colonialism and in this case Colonialism always related with decolonization. That is why the definition of decolonization is processed

by which colonies become independent of the colonizing. More specifically, Fanon said that the meaning of decolonization is quite simply the replacing of a certain species of men by another species of men, on the other word decolonization is revolution and the factors that make the decolonization comes up because the rationality of indigenous. The native realizes the bad effect colonialism for their country (Fanon and Sartre 2001).

This is the important point on colonialism because the goal of decolonization is the ending of colonialism or reversed the colonialism itself and the liberation of the colonized. This requires the demolition of the colonial government and the whole of social system upon which control and the exploitation are based. Decolonization is a revolutionary struggle aimed at transforming the entire social system and reestablishing the sovereignty peoples, In political terms, this means a radical decentralization of national power (demolition of the nation-state) and the establishment of local autonomy (community & region, traditionally the village and tribal nation).

The primary focus in the first phase of decolonization is on escape from the colonial system" and relearning one's history, culture, etc. This phase places a heavy emphasis on rejecting European society & embracing all that is Indigenous as good & positive. Some common steps in this phase include returning to one's community, reestablishing family relations, relearning what the culture like this not only counters the destructive effects of colonialism, but also implant in the Indigenous person a greater respect and appreciation for their own culture and way of life. In many ways it is a struggle for identity & purpose. As Zipes notes in his final work "Dissonance is the key to understanding all their works, especially those with a fairy tale motif...fairy tales originate and derive from the fulfillment of a wish accompanied by a desire for another moral world" (Zipes 2012).

Based on the background, this research aims to explore the narrative in *Final Fantasy Tactics: The War of the Lions*, with a focus on the story structure and identification of the sphere of action contained therein. Apart from that, this research also examines decolonialism as reflected in the narrative of the game *Final Fantasy Tactics: The War of the Lions*. Therefore, this research entitled Decolonialism In Narrative of *Final Fantasy Tactics: The War Of The Lions* Videogame Script.

Literature review is used to examine previous research that is relevant to the current study, specifically related to the topic being discussed. Proceedings/Scientific Journals are used as reading materials. The purpose of this literature review is to search for similarities and differences to prove that this research is original, not a duplication or the result of plagiarism, from what has been produced in the past. The following are the results of previous research used as references in this study.

Previous research conducted by Munirah (2017) in his research entitled *Psychological Approach to The Characters of E-Literature Final Fantasy Tactics: The War of The Lions*, this research is to investigate the structures of personalities, the driving forces behind behaviors, the interweaving roles of the characters in a videogame titled *Final Fantasy Tactics: War of the Lions* and how those roles affect the overall literary works. The type of this research is qualitative. The similarities in this research lie in the same research object and the differences in the discussion.

Previous research conducted by Putra (2019) in his research *Narrative Progression in Video Games Among Sleepers. This research discusses the themes and motifs of struggle in the folk tales Jack and the Beanstalk and Timun Mas* aims to analyze narrative aspects that influence narrative development in video games. Narrative development is influenced by narrative form. The narrative form has functions such as introducing game aspects such as gameplay and story. The similarity of this research

lies in research that discusses narrative in a video game, but the theories and objects used are different.

Previous research conducted by Raharjo (2024) in his research entitled *Struggle Themes and Motives in English Folklore Jack and The Beanstalk and Indonesian Folklore Timun Mas*, this study discussed the struggle theme and motives in Jack and the Beanstalk and Timun Mas folklore. This research aimed to discuss the form of struggle themes carried by two folklores, and also to explain similar motives of both folklores. The similarities in this research lie in the theory used but the discussion of the narrative structure and objects discussed are different.

Previous research conducted by Syifaurrehman (2021) in his research entitled *Narrative Functions in 10 Trickster Tale in "Uncle Remus and Brer Rabbit" by Joel Chandler Harris*, this study aims to find out what dramatis personae functions the trickster tale in Uncle Remus and Brer Rabbit and find out the spheres of action are contained in the trickster tale in Uncle Remus and Brer Rabbit by Joel Chandler Harris. The similarities in this research lie in the discussion of narrative structure and the differences, namely the differences in the objects discussed.

Previous research conducted by Sapriyadi (2013) in his research entitled "*Minke's Decolonization In Pramoedya Ananta Toer's Child Of All Nations*" aims to examine how the main character, Minke, in the novel "Children of All Nations" thinks colonially by the Dutch towards sugar farmers in the Dutch East Indies. Minke is seen as a symbol of indigenous intellectuals who faced the reality created by the Dutch colonial government. Through an approach that adopts Frantz Fanon's decolonization theory, this thesis identifies three phases experienced by Minke: assimilation, identity discovery, and struggle. In this process, Minke experienced a transformation into a human being who was more aware of her dignity and contributed to decolonization

actions. This thesis uses data from the novel itself as well as sources from the internet to support its argument.

With the data above, it proves that although the topic of this research has never been written before, similar research can help the author in completing this study by serving as a supporting source of analysis.

1.2 Statement of Problem

Based on the background above, the problem of this research is focused on the function and reflection of decolonization in the narrative of the *Final Fantasy Tactics War of The Lions* videogame script. The research questions are formulated as follows:

1. What is narrative function in the game *Final Fantasy Tactics War of The Lions*?
2. How decolonialism reflect in narrative of *Final Fantasy Tactics War of The Lions*?

1.3 Research Objective

By doing so, this research has objective aim in preserving the notion of result in this work of research as follows:

1. To find out what narrative function *Final Fantasy Tactics War of The Lions* has.
2. To find out how decolonialism reflect in narrative of *Final Fantasy Tactics War of The Lions* has.

1.4 Research Significance

This research is expected to provide significance both theoretically and practically.

- 1) Provides in-depth insight into understanding narrative structure and applying it in everyday life. How a good word element is created along with its good meaning. So it can be a little motivation to produce good and even better work afterwards. The findings of this research will contribute to a deeper understanding of the function of narrative in video games and provide insight for game designers and developers looking to create more engaging and memorable experiences for players.
- 2) Enriching understanding of character characteristics, becoming a reference for writers, directors and other content creators in creating interesting and multidimensional characters.
- 3) Hopefully this research will add a reference for students of English Literature, Faculty of Adab and Humanities, Sunan Gunung Djati State Islamic University, Bandung in discussing games as a research object.

1.5 Clarification of Key Terms

In order to clarify the key terms used in this study, some definitions are put forward.

1. Structuralism

Structuralism focuses on understanding the underlying structures that govern human culture and language. It posits that elements of human culture, such as language, literature, and myths, can be understood as parts of a larger, interrelated system.

2. Narrative Functions

Narrative functions refer to the roles that different elements within a story play in the overall structure of the narrative. These functions are essential to the progression and coherence of the story, guiding how events unfold and how characters develop

3. Decolonialism

Decolonialism refers to the intellectual and political movement aimed at deconstructing colonial ideologies and power structures that continue to influence societies even after the formal end of colonial rule. It challenges the lingering effects of colonialism on culture, identity, and knowledge systems, advocating for the reclamation and revalorization of indigenous and marginalized perspectives.

4. Game Narrative

The narrative in games is conveyed through various means, including dialogue, cutscenes, environment design, and player interactions, making it a dynamic and immersive form of storytelling.

5. Final Fantasy Game

Final Fantasy is a popular and long-running series of role-playing games (RPGs) developed by Square Enix. Each installment in the series is set in a unique fantasy world, often featuring a blend of magic, technology, and mythological elements.