

TABLE OF CONTENTS

APPROVAL PAGE	i
LEGALIZATION	iii
DECLARATION OF OWNERSHIP	iv
PREFACE	v
ACKNOWLEDGMENTS	vi
ABSTRACT	ix
ABSTRAK	x
CHAPTER I INTRODUCTION	1
1.1 Backround of Research	1
1.2 Statement of Problem	4
1.3 Research Objective	5
1.4 Research Significances	5
1.5 Conceptual Framework	6
1.6 Previous Studies	7
1.7 Definition of Key Terms	9
CHAPTER II THEORITICAL REVIEW	12
2.1 Abram's Theory of Literary Criticism	12
2.2 Relevance to Video Games	13
2.3 Interactivity and Emotional Engagement: The Role of Player Agency.....	14
2.4 Visual Storytelling and Emotional Immersion	16
2.5 Implications for Future Research and Application to Interactive Media.....	17
2.6 Practical Application of the Theoretical Framework in Video Game Criticism	20
1. Influence of Narrative Agency on Emotional Responses	21

2. Ethical Considerations in Emotional Engagement and Character Development in Video Games.....	21
3. The Risk of Emotional Manipulation in Video Games.....	22
2.7 Synopsis of <i>Little Misfortune</i>	26
CHAPTER III RESEARCH METHOD	30
3.1 Research Design.....	30
3.2 Sources of Data	32
3.3 Sample of Data	32
3.4 Techniques of Collecting Data.....	34
3.5 Technique of Analysis Data.....	35
3.6 Organization of Writing.....	36
CHAPTER IV CHARACTER DEVELOPMENT ANALYSIS IN <i>LITTLE MISFORTUNE</i>.....	38
4.1 The Role of Misfortune's Unique Perspective as a Child Plays in Her Development.....	38
4.1.1 Innocence and Trust	38
4.1.2 Curiosity and Exploration	39
4.1.3 Moral Simplicity and Growth	39
4.1.4 Emotional Development and Fragility	40
4.1.5 Perspective on Happiness	40
4.1.6 The Role of Player Choice in Shaping Misfortune's Emotional Growth	41
4.1.7 Moral Choices and Their Emotional Impact	42
4.1.8 Emotional Development Through Player Interaction.....	42
4.1.9 The Influence of the Player on Misfortune's Sense of Self.....	43

4.1.10 The Impact of the Game's Narrative and Pacing on Misfortune's Development	44
4.1.11 Symbolism and Visual Design: Amplifying Misfortune's Development	46
4.1.12 The Power of Character-Driven Narratives in Video Games	48
4.2. The Game's Narrative Structure and the Role of the Narrator Contribute to Misfortune's Character Development	48
4.2.1 Narrative Structure: The Slow Reveal of Misfortune's World	48
4.2.2 The Role of the Narrator: An Unreliable Guide	49
4.2.3 The Unreliable Narrator and Misfortune's Maturation.....	51
4.2.4 The Narrator's Role in Misfortune's Growth	52
4.2.5 Narrative Structure, Player Agency, and Misfortune's Final Development.....	54
4.2.6. Thematic Exploration in Misfortune's Development...	60
4.2.7 The Role of the Narrator in Misfortune's Development.....	62
4.2.8 The Significance of Emotional Engagement and Player Experience in <i>Little Misfortune</i>	63
4.2.9 An Immersive Journey of Emotional Growth	66
4.2.10 The Power of Immersive, Character-Driven Storytelling in <i>Little Misfortune</i>	68
4.3 The Characterization of Misfortune as the Main Character in this Story.....	69
4.3.1 Character Misfortune's as Innocence and Contrast.....	69
4.3.2 Insight into Misfortune's Family and Emotional Struggles	72
4.3.3 The Role of Glitter in Unlocking the True or	

Good Ending in <i>Little Misfortune</i>	79
4.3.4 The Role of Misfortune's Diary in Revealing Her Back- story in <i>Little Misfortune</i>	83
4.3.5 Resilience as a Child in <i>Little Misfortune</i> and Player Choice Impact.....	90
4.3.6 Innocence and Dark Humor in <i>Little Misfortune</i> 's Exploration of Death	98
4.3.7 Naivety in Misfortune's Understanding of the World.....	106

CHAPTER V CONCLUSION AND SUGGESTIONS114

5.1 Conclusion	114
5.2 Suggestions	116

REFERENCES118

TABLE OF PICTURE

Picture 1	69
Picture 2	72
Picture 3	79
Picture 4	83
Picture 5	90
Picture 6	98
Picture 7	106