

ABSTRACT

Between Truth and Misdirection: How Flouting Conversation Maxims Shapes Narratives in *Metal Gear Solid 3: Snake Eater* By Hideo Kojima. An Undergraduate Thesis, English Literature Research Program, Faculty of Adab and Humanities, State Islamic University of Sunan Gunung Djati Bandung. Advisor 1: Dr. Andang Saehu, M.Pd.; Advisor 2: Cipto Wardoyo, M.Hum., Ph.D

This study analyzes the characters in the video game *Metal Gear Solid 3: Snake Eater* and their observance or flouting of Grice's Cooperative Principle in their dialogues, especially in narrative cutscenes. The study is guided by two primary questions: How do the characters in the cutscenes of *Metal Gear Solid 3: Snake Eater* apply Grice's Cooperative Principle in their dialogues? How does the flouting of the maxims of quantity, quality, relation, and manner contribute to narrative development and player experience in the game? A qualitative descriptive approach is employed to gather and examine specific utterances from key scenes, emphasizing pragmatic strategies and thematic contexts. The results identify how observed maxims support mission clarity and trust while flouting of maxims are intentional narrative devices rather than communicative failures. Characters flout maxims to convey psychological turmoil, ideological ambiguity, and emotional restraint, thereby strengthening central themes of loyalty, duplicity, and moral struggle. These floutings compel the player to deduce concealed meaning, rendering the dialogues a potent medium for narrative in digital media. Thus, maxim flouting in the game is not a failure of communication but a key storytelling device that enriches emotional and ideological depth. In conclusion, both observance and flouting of Grice's maxims function as strategic elements in constructing a layered and emotionally resonant digital narrative.

Keywords: Pragmatics, Cooperative Principle, Maxim Flouting, Narrative Strategy, *Metal Gear Solid 3: Snake Eater*, Video Game Dialogue

ABSTRAK

Between Truth And Misdirection: How Flouting Conversation Maxims Shapes Narratives In *Metal Gear Solid 3: Snake Eater* By Hideo Kojima. Skripsi, Program Studi Sastra Inggris, Fakultas Adab dan Humaniora, Universitas Islam Negeri Sunan Gunung Djati. Pembimbing 1: Dr. Andang Saehu, M.Pd.; Pembimbing 2: Cipto Wardoyo, M.Hum., Ph.D

Penelitian ini menganalisis karakter-karakter dalam video game Metal Gear Solid 3: Snake Eater serta kepatuhan dan pelanggaran mereka terhadap Prinsip Kerja Sama Grice dalam dialog, khususnya pada cutscene naratif. Penelitian ini dipandu oleh dua pertanyaan utama: Bagaimana karakter dalam cutscene Metal Gear Solid 3: Snake Eater menerapkan Prinsip Kerja Sama Grice dalam dialog mereka? Bagaimana pelanggaran maksim kuantitas, kualitas, hubungan, dan cara berkontribusi terhadap pengembangan narasi dan pengalaman pemain dalam permainan? Pendekatan deskriptif kualitatif digunakan untuk mengumpulkan dan menganalisis ujaran-ujaran dari adegan-adegan kunci, dengan penekanan pada strategi pragmatis dan konteks tematik. Hasil penelitian mengidentifikasi bahwa pematuhan terhadap maksim mendukung kejelasan misi dan membangun kepercayaan, sementara pelanggaran maksim merupakan perangkat naratif yang disengaja, bukan kegagalan komunikasi. Karakter melanggar maksim untuk menyampaikan gejolak psikologis, ambiguitas ideologis, dan pengekan emosional, sehingga memperkuat tema-tema utama seperti kesetiaan, pengkhianatan, dan konflik moral. Pelanggaran-pelanggaran ini mendorong pemain untuk menyimpulkan makna tersembunyi, menjadikan dialog sebagai media naratif yang kuat dalam media digital. Dengan demikian, pelanggaran maksim dalam game ini bukanlah bentuk kegagalan komunikasi, melainkan strategi penceritaan yang memperkaya kedalaman emosional dan ideologis. Kesimpulannya, baik kepatuhan maupun pelanggaran terhadap maksim Grice berfungsi sebagai elemen strategis dalam membangun narasi digital yang berlapis dan sarat emosi.

Kata Kunci: Pragmatik, Prinsip Kerja Sama, Pelanggaran Maksim, Strategi Naratif, Metal Gear Solid 3: Snake Eater, Dialog Video Game



uin

UNIVERSITAS ISLAM NEGERI
SUNAN GUNUNG DJATI
BANDUNG