

TABLE OF CONTENTS

THE DEATH OF THE AUTHOR IN INTERACTIVE NARRATIVE WITH A STUDY OF <i>UNDERTALE</i> (2015)	i
APPROVAL PAGE	ii
LEGALIZATION PAGE	iii
DECLARATION OF OWNERSHIP	iv
MOTTO	v
ABSTRACT	vi
ABSTRAK	vii
PREFACE	viii
ACKNOWLEDGMENT	ix
TABLE OF CONTENTS	xii
CHAPTER I	1
INTRODUCTION	1
1.1. Research Background	1
1.2. Research Questions	6
1.3. Research Objectives	6
1.4. Research Significance	6
CHAPTER II	9
LITERATURE REVIEW	9
2.1. Theoretical Framework Roland Barthes and the Death of the Author	9
2.2. Structural Paradigms in Interactive Narrative	10
2.2.1. The Branching Structure and the Challenge of Choice	10

2.2.2. Choice Logic Boolean vs. State Engine Approaches.....	11
2.2.3. Nonlinear Paradigms.....	12
2.3. Ergodic Literature and Cybertextual Theory	13
2.3.1. The Concept of Ergodic Literature and the "User"	13
2.3.2. The Cybertextual Machine and Information Feedback Loops.....	13
2.3.3. Multicursal Labyrinths and the Topology of Choice	14
2.3.4. Aporia and Inaccessibility.....	14
2.4. The Gameplay Systems of <i>Undertale</i>	15
2.4.1. The Encounter System and the Battle Interface.....	15
2.4.2. The FIGHT Command.....	16
2.4.3. The ACT Command.....	17
2.4.4. The ITEM Command.....	18
2.4.5. The MERCY Command: SPARE and FLEE.....	19
2.4.6. The Defensive Phase The SOUL and the Bullet Hell.....	20
2.4.7. EXP and LV: Execution Points and Level of Violence	21
2.4.8. GOLD and the In-Game Economy	22
2.4.9. The SAVE System and Determination	23
2.4.10. The Three Routes: Pacifist, Neutral, and Genocide	25
CHAPTER III	29
METHODOLOGY.....	29
3.1 Research Methodology.....	29
3.1.1 Research Design and Approach	29
3.1.2 Research Data and Source.....	29
a. Data Collection Procedure.....	29
b. Technique of Data Analysis.....	30

CHAPTER IV.....	31
FINDINGS AND DISCUSSION	31
4.1 Representing the Death of the Author in Narrative Structure.....	31
4.1.1 Narrative Analysis.....	31
a. The Ruins	31
b. Snowdin	33
c. Waterfall.....	35
d. Hotland and THE CORE.....	38
e. The New Home	39
4.1.2. Ending Analysis	41
a. The Neutral Ending	41
b. The Pacifist Ending.....	44
c. The Genocide Ending.....	46
4.1.3. How <i>UNDERTALE</i> manifest Death of The Author by Roland Barthes .	48
4.2 <i>Undertale's</i> Permanent Consequences and the Construction of Meaning Through Player Action.....	50
4.2.1. The Mercy System as Ergodic Interpretive Labor	52
4.2.2. EXP, LV, and the Stain Violence as Permanent Data.....	55
4.2.3. GOLD and the Economy as Social Consequence	59
4.2.4. The SAVE System and Determination as Authorial Displacement.....	63
4.2.5. The Fun Value System and W.D. Gaster, the Ghost of Deleted Authorship	67
4.2.6. Toriel the First Permanent Test.....	72
4.2.7. Papyrus, Harmlessness and the Impossibility of Justified Violence.....	77
4.2.8. Undyne, Collective Hope and the Weight of Sparing.....	81

4.2.9. Alphys, Hidden Guilt and the True Lab.....	86
4.2.10. Mettaton the Performance of Authorship and the Illusion of Control ..	92
4.2.11. Asgore the Tragic King and the Weight of an Irreversible Choice.....	99
4.2.12. Flowey the Exhausted Reader and the Displaced Author	106
4.2.13. Asriel Dreemurr the Limits of Player-Constructed Meaning.....	113
4.2.14. Sans the Machine's Judge.....	121
4.2.15. Chara the Player's Mirror	130
4.2.16. The Neutral Route Fragmented Authorship	142
4.2.17. The True Pacifist Ending Closure as Player-Constructed.....	147
4.2.18. The Genocide Route the Player Empties the Text	153
4.2.19. The Genocide Taint Permanent Memory Across Resets	159
4.2.20. Filled with Determination Synthesis and the Living Text	166
CONCLUSION AND SUGGESTION	171
5.1. Conclusion	171
5.2. Suggestion.....	172
REFERENCES.....	174