CHAPTER I

INTRODUCTION

This chapter deals with six components. They are the background of the research, statements of the problem, research purposes, research significance, previous studies and the definition of key terms.

1.1 Background of The Research

Digital game is currently an extraordinary phenomenon in terms of social impact, in which the delivery of messages, narratives and stories can almost be done in such media as revealed by Krystal (2014). It means that, we have reached the point that messages, narratives, and stories can be conveyed through video game.

In this case, according to Krystal (2014) as quoted from Marcus and Sollors (2009) "literature does not only mean what is written but what is voiced, what is expressed, what is created in whatever form". Based on this understanding, literature can also be interpreted as everything that is contained in a game itself.

In video game various issues have been raised. One of the issues is gender equality such as in the game *The Witcher 3: Wild Hunt* by Andrzej Sapkowski which is experienced by a female characters named Yoana. Regarding the gender equality in terms of physical strength and physiological characteristics, women may differ from men. They are different aspects, but women have the same brain and organs. Today, right in this century, women are creating milestones that change society. They run companies, become leaders, make history, and make everyone proud. Women show their abilities in all aspects, so they must be equal to men in all aspects. Equality means "Women's rights must be equal to men's and no one has the right to oppress them" (Rao, 2016). From the description above, women should have the same opportunities as men and there is no right to differentiate them. For this reason, the researcher is also interested in discussing the elements of gender equality in Yoana and how to achieve equality.

Yoana as the object of this research was a weapons maker and was born in Ard Skellig as a commoner and spent all her childhood in Holmstein. Several years later, Yoana received a calling as a weapons maker and ended up in Crow's Perch after Nilfgaard invaded the Northern Kingdoms and Yoana met her co-worker Fergus. Yoana as a woman felt oppression from her colleague Fergus and Fergus didn't care about it and she believed that he was the one who best at forging armor.

Therefore, in this case the researcher conducts the research on gender equality which must be observed because the interesting research object of Yoana's character in a video game which is different from previous research and gender equality as one of the popular issues in the world which is still discussed and much debated. Gender issues can be found in almost all parts of the world.

Before conducting the research, researcher provides a number of previous studies to be able to differentiate this research from previous studies.

The first was taken from journal article entitled "*video Game and gender: Game Representation, Gender Effects, Difference In Play, and player Representation*" written by Zorilla (2010). The research Conducted used library research. The problem formulated in the journal article were what the connection between gender and video game and gender representation in video game.

The second study was taken from a journal article written by Budi and Widyastuti (2017) theory entitled "*Self Determination to fight opppressions as seen in the main character of the Color Purple*" by Alice Walker. The research discussed the form of oppression received by the main character of The Color Purple, Celie.

The third study was taken from the article entitled "*Gender equality in video Game: The history of gender-related issues gaming*" written by Eaton (2018). This article stated that women were sometimes portrayed as weaker character than men, physically and in term of intelligence.

The last study was written by Mahdyawati (2020) entitled "*The pearl that broke its shell*". This thesis discussed a woman named Rahima who was against the patriarchal system.

This research is different from previous studies because it discusses the character in video game. Yoana's character in this video game is the object of research because it has a complex narrative like a novel. This is what distinguishes it from previous studies and this research has similarities, namely the problem of female characters in equality related to gender roles, but in this study the topic raised is about Yoana's character in a game to get gender equality.

1.2 Statements of Problem

The main problem that will be discussed in this research aims to reveal the issue of gender equality and women's empowerment in the video game The Witcher 3: Wild Hunt By Andrzej Sapkowski from a female character named Yoana. First, it aims to reveal the issue of gender equality which has been a problem in storytelling. Second, it aims to identify the empowerment that emerges from the female character Yoana, and how this character struggles against an environment that is superior to men to achieve equality itself. The first and second research problems will reveal gender equality and also how female characters try to fight against a superior society to achieve equality itself. The points presented from writing this thesis are based on the background and statement of the research problem of this research, the questions can be formulated as follow:

1. What the issue of gender equality in the side quest *The Witcher 3: Wild Hunt By Andrzej Sapkowski* - Master Armorers?

2. What woman's empowerment of Yoana's character to be equal in the side quest *The Witcher 3: Wild Hunt By Andrzej Sapkowski* - Master Armorers?

1.3 Research Purposes

Based on the question of research above, this research has two objectives, as follows:

1. To reveal the issue of gender equality which has been a problem throughout the storytelling in the side quest game *The Witcher 3: Wild Hunt By Andrzej Sapkowski* - Master Armorers.

2. To identify the empowerment that comes from a female character named Yoana and how this character fights against the patriarchal environment to achieve equality

itself in the side quest game *The Witcher 3: Wild Hunt By Andrzej Sapkowski* - Master Armorers.

1.4 Research Signifcances

The author expects some benefits. The benefits contained in this research theoretically and practically. The expected benefits are:

1. Theoretically

This research is expected to be a new contribution to literary studies, especially in the field of Popular Literature. In addition, the author want the results of this research to be useful as information and reference for others, especially for English Literature students who choose similar research topic.

2. Practically

This research is expected to contribute to academic readers and provide information and knowledge about popular literature and make this research one of their references. This research is also expected to contribue information to the general reader about how formulas are found in game, especially in the game The Witcher 3: Wild Hunt By Andrzej Sapkowski.

1.5 Definiton of Key Terms

In this section, the researcher provides a brief explanation of several keywords and terms that are very important to describe the research related to the topic and title; Gender Equality and Woman's Empowerment of Yoana's Character to be equal in a Side Quest Game The Witcher 3: Wild Hunt *By* Andrzej Sapkowski.

1. Gender Equality. *Encyclopedia of quality of life and well-being research* written by Abendroth (2014) and edited Michalos (2014) defines the term as "the equal participation of women and men in different life domains (e.g., the economy, social life, politics, education)" and also "Women's rights movement linked to the first and second wave of feminism fought to establish gender equality as a fundamental human right" (Abendtroth, 2014).

2. Women's Empowerment. *Enyclopedia of quality of life and well being research* edited by Michalos (2014) defines as term as "the process of increasing women's access to the opportunities that allow over the strategic life choices that affect them and access to the opportunities that allow them fully to realize their capacities" (Chen and Tanaka, 2014).

3. Video Game. According to "*simulative versus narrative*" written by frasca (2003), the term is defined "as extension of narrative" and also "a particular way of structuring simulation, just like narrative is a form of structuring representation" (Frasca, 2003).