

**REPRESENTASI AKTOR SOSIAL SEJARAH PERANG DINGIN DAN  
ANTI KOLONIALISME DALAM GIM VIDEO *METAL GEAR SOLID V*:  
KAJIAN WACANA KRITIS**

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diajukan untuk memenuhi sebagian syarat  
untuk memperoleh gelar Doktor Linguistik



oleh

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UNIVERSITAS PENDIDIKAN INDONESIA  
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**LEMBAR HAK CIPTA**

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Sebuah Disertasi yang diajukan untuk memenuhi salah satu syarat memperoleh  
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## ABSTRAK

Kajian gim video sebagai wacana telah banyak dilakukan dengan menggunakan berbagai bingkai kajian, terutama, gim sebagai teks *multimodal*. Sebagai teks, unsur genre gim memiliki peranan penting dalam memobilisasi alur gim dan permainan bagi pengguna gim. Penelitian ini bertujuan untuk 1) mengkaji *genre* gim video untuk mengungkapkan elemen naratif dan interaktif, dan representasi aktor sosial yang terkait dengan isu anti-kolonialisme; 2) mengeksplisitkan realisasi *system network* dalam gim video untuk mendukung paham anti-kolonialisme; dan 3) mengungkap representasi aktor sosial tentara anak dan *White Mamba* melalui strategi diskursif yang dikaitkan dengan perang dingin di Angola.

Penelitian ini menggunakan metode analisis multimodal yang dikembangkan oleh Bezemer dan Jewitt (2010) dengan tahapan observasi, pencatatan, pengambilan sampel, transkripsi dan analisis. Unit analisis verbal adalah dalam bentuk klausa dan grup atau frase. Unit analisis non-verbal adalah dalam bentuk visual berupa warna, desain tata letak (*layout*), pergerakan dan suara. Secara lebih teknis, penelitian ini menggunakan konsep teori Linguistik Sistemik Fungsional terutama strata *discourse semantics* yang dikembangkan oleh Martin dan Rose, (2007) dan teori *genre* Martin dan Rose, (2008) untuk menjawab mengungkap *genre* dan elemen naratif dan interaktif dalam gim video. Sementara itu, Teori Kress dan van Leeuwen (2006), Painter et al, (2012), dan van Leeuwen (1999) digunakan untuk menganalisis *system network* untuk mengungkap realisasi sistem permainan. Analisis pada level wacana tersebut dikaitkan dengan analisis representasi aktor sosial yang dikembangkan oleh Reisigl dan Wodak (2001; 2009) dan van Leeuwen (2008) untuk mengidentifikasi praktik-praktik sosial dalam kerangka Analisis Wacana Kritis.

Penelitian ini menunjukkan hasil bahwa gim video merupakan media ber-*genre* naratif yang dipadukan dengan *genre* prosedur. Prosedur dalam gim video *Metal Gear Solid V: The Phantom Pain* direalisasikan pada tahapan *complication*. Teori negosiasi Martin dan Rose (2007) memperlihatkan struktur timbal-balik (*exchange structure*) antara narator dan pemain dalam genre prosedur. Di samping itu, Penelitian ini juga menemukan bahwa *system network* dalam gim video tersebut merupakan aturan untuk tidak membunuh di medan peperangan. Kelima strategi diskursif yang dikembangkan oleh Reisigl dan Wodak (2001) memperlihatkan bahwa tentara anak merepresentasikan rakyat Angola yang terjajah yang diperlakukan dengan prinsip-prinsip anti-kolonialisme.

Kata kunci: Gim Video, Ideologi Anti-kolonialisme, Kajian Wacana Kritis, Linguistik Sistemik Fungsional, Semiotika Sosial.

## ABSTRACT

The study of video games as discourse has been conducted with various theoretical framework, especially video game as multimodal text. As texts, the genre element of video game has important role in mobilizing the plot of story and the gameplay for the video game players. This research, therefore has aims to 1) investigate the genre of video game for revealing the narrative and interactive element and the social actor representation which is closely related to anti-colonialism, 2) elaborate the system network of the video game which support the anti-colonialism, 3) reveal the social actor representation of child soldiers and White Mamba through discursive strategy which is connected to Cold War in Angola.

This research used the multimodal analysis method developed by Bezemer and Jewitt (2010) which includes viewing and logging the data, taking notes and sampling, transcribing and analyzing. The unit of analysis in form of verbal semiotic source is clause, group or phrase. Meanwhile, the unit of analysis in form of non-verbal semiotic source included visual form such as color and layout, movement and sound. Technically, this research used Systemic Functional Linguistic concept especially discourse semantic strata developed by Martin and Rose (2007) and genre theory developed by Martin and Rose (2008). The theories developed by Kress and van Leeuwen (2006), Painter et al (2012), and van Leeuwen (1999) are used to analyze the system network to show the realization of game system. The analysis in the discourse level employed the analysis of social actor developed by Reisigl and Wodak (2001; 2009) and van Leeuwen (2008) to identify the social practices in the Critical Discourse Analysis framework.

This research found that the video game is narrative media supplemented with procedural genre. Procedural text in video game Metal Gear Solid V: The Phantom Pain is realized in complication stage. Negotiation theory proposed by Martin and Rose (2007) show the exchange structure between the narrator and the players in procedural genre. Besides, this research also found that system network in the video game is rules for players not to kill in the simulated battle. The five discursive strategies developed by Reisigl and Wodak (2001) shown that the child soldiers are used to represent colonized Angolan which are treated using anti-colonialism principles.

Keyword: *Anti-colonialism ideology, Critical Discourse Studies, Social Semiotics, Systemic Functional Linguistics, Video game.*



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