

**PROTAGONIST CHARACTERIZATION IN ASSASSIN'S CREED III (2012): A
TRANSITIVITY ANALYSIS**

A Research Paper

Submitted in Partial Fulfillment of the Requirements for a *Sarjana Sastra* Degree



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PROTAGONIST CHARACTERIZATION IN ASSASSIN'S CREED III (2012): A TRANSITIVITY ANALYSIS

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Sebuah skripsi yang diajukan untuk memenuhi salah satu syarat memperoleh gelar Sarjana Sastra
pada Fakultas Pendidikan Bahasa dan Sastra

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PAGE OF APPROVAL

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STATEMENT OF AUTHORIZATION

I hereby confirm that this present study, *Protagonist Characterization in Assassin's Creed III (2012): A Transitivity Analysis*, as the result of my own work. I am aware of the quoted ideas from other sources within this study. All quotations are acknowledged and appropriately cited.

Bandung, 23 September 2024

A handwritten signature in black ink, consisting of stylized, cursive letters that appear to read 'Rfw' followed by a long horizontal stroke.

Rio Firman Wandana

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Abstract: Numerous previous studies suggest that transitivity system can be applied to examine characters in literature. The present study investigates the characterization of Connor Kenway – the protagonist of Assassin’s Creed III (2012) videogame, using transitivity system. This study aims to examine the identified process types in terms of their contributions to Connor’s characterization. This study employs a descriptive qualitative method by Creswell (2018) involving textual analysis of the dialogues in the videogame. The dialogues were transcribed and analyzed following the concepts of Halliday’s (2014) Systemic Functional Linguistics on transitivity system. The study applies purposeful sampling technique, in which the data are categorized into three groups; dialogues spoken by Connor himself, by the supporting characters, and by the villain characters. Focusing on the use of transitivity system on the dialogues, the analysis found that each type of identified transitivity processes uniquely construes the portrayal of Connor based on his complex characterization. Firstly, in terms of *material process*, he is portrayed as a vengeful man. Secondly, in terms of *mental process*, he is portrayed as an intelligent man capable of employing his cognitive abilities. Thirdly, in terms of *relational process*, he is portrayed as a hero and savior according to the supporting characters while also as a criminal and savage according to the villain characters. Fourthly, in terms of *behavioral process*, he is portrayed as a man with cautious nature. Lastly, in terms of *verbal process*, he is portrayed as a useful informant. The result of this study highlights the importance of language use in establishing characterization in literary work, which can be examined by using a linguistical tool of analysis.

Keywords: *Transitivity system; characterization; literary characters; videogame; Assassin’s Creed*

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