

5. Conclusion

By applying transitivity system proposed by Halliday (1985), this research has identified five types of processes in the groups of dialogues related to Connor Kenway – the protagonist of *Assassin's Creed III* (2012) as the main participant. These include *material*, *mental*, *relational*, *behavioral*, and *verbal processes*. There are no occurrences of *existential process* in all of the analyzed dialogues. Moreover, based on the result of analysis, Connor is more likely associated with the *actor: doer* type of participant than with others such as *senser*, *carrier/token*, *sayer*, and *beholder* due to the high occurrences of material process over other processes.

The result of interpreting the identified process types related to Connor provides the answer for the main question of this research. Each type of processes provides unique pieces of Connor's characterization as the protagonist of *Assassin's Creed III* (2012). In regards to the *material process*, the first piece of Connor's characterization is portrayed as a man with vengeful ambitions due to the high numbers of *find* and *kill* processes aimed towards the Templars as the villain who he thinks responsible for the destruction of his village and the death of his mother. Identified *mental process* related to Connor construes the second piece of his characterization, in which he is portrayed as an intelligent man capable of employing cognitive skills due to the occurrences of *mental: cognitive* process which include *think*, *know*, and *understand*. Interestingly, the identified *relational process* in analyzed clauses with Connor as the *carrier/token* reveals the third piece of Connor's characterization to be divided into two; (1) a hero and savior according to the supporting characters, due to mainly being related with heroic and other positive *attributes/values*; (2) a criminal and savage according to the villain characters, due to being related to crime and savagery as well as other negative *attributes/values*. The identified *verbal process* provides the fourth piece of Connor's characterization, in which he is portrayed as a useful informant to both the Assassin Order and The Patriots due to the occurrences of *verbal: inform* process in the clauses featuring Connor as a *sayer*. Lastly, the identified *behavioral process* provides the fifth piece of Connor's characterization which portrays him as a man with cautious nature,

due to the fact that *careful* and *wait* behaviors are often expressed by Connor in construing how he behaves. Based on these five pieces of characterization, this research firmly believes that the process types identified as a result of transitivity analysis do contribute to the overall characterization of Connor Kenway as the protagonist of Assassin's Creed III (2012).

With the main question answered, this research is considered complete. In addition to that, this research has also highlighted the versatility of the transitivity system theorized by Halliday (1985), which is proven to be capable as a tool of analysis for investigating the representation of characterization in literature, specifically in videogames.