CHAPTER I

INTRODUCTION

This chapter presents the introductory part of the research, which are be divided into five sub-chapters. The five sub-chapters are the background of the research, purpose of the study, research question, significance of the study, research methodology, clarification of terms, and organization of paper.

1.1 Background of the research

Power has been a subject that quite a number of academicians discuss and try to define. Pfeffer and Salancik (1978) believe that power is the ability to control that ones have upon resources. This means those who have resources have power, while ones who are dependent on power is powerless. Similarly, Hodgkinson and Meeth, (1971) believe that power is associated with formal authority in the society, and dependent on the position the person had in an organization or society. This implied people who works in institution and organization have power since they have resources. These definitions, however, disregard power influence in other aspects outside institutional operation, systematic operation of an organization or institution, in the society where the one who exercise power might be in different institutional operation than the subject, such as power exercise between friends working in different institutions. The definitions mentioned above are expanded by Harnett saying, "Power needs no institutional sanction" (as cited in Barraclough & Stewart, 1992, pp. 2) as there need to be a distinction between authority and influence. Influence, according to Harnett (as cited in Barraclough & Stewart, 1992), implied the act of persuasion, while authority relies on role, such as supervisor or employee. French and Raven (1959) categorizes power into several types to further cover fields that include the use of power, in which they categorize power based on the resources it used. For example, legitimate power, as they define, is a form of power where the agent relies on institutional sanctions to subject someone into their control. However, who is the institutional and what if the agent and the subject have different institution? Based on this definition, the agent should not have power over someone outside his institutional sanctions. Through looking at the history of the Christianity, Foucault in his book *Subject and Power* (1982), however, points out that the pastoral power, which was supposed to be restricted in religious institution, extended to the whole social body itself. The church, instead of exercising sovereignty, used salvation-oriented power in which the religious doctrine appeals

to individual's will to sacrifice for salvation. Foucault further states before asking "what" and "where", we should ask "how" is power exercised to critically investigate the thematic of power itself first.

Power could also be seen in various contexts, from an employer ordering his employee to do something, to more subtle ones, leading someone to do something through persuasion and guile. Power relation in novels, films, and games could be as obvious as that in real life because literature, according to Culler (1997), can mimic the society. The subtle ways of representing power in literature are also present in various ways, making power unnoticeable as, for example, in the way Montresor led Fortunato to his own death in *The Cask of Amontillado* by Edgar Allan Poe (1846). In the short story, Montresor led Fortunato to follow him into the catacomb so he could kill him. To do this, Montresor appealed to Fortunato's self-proclaimed expertise as wine connoisseur, and asked him to taste his Amontillado in his catacomb. Fortunato then follows Montresor into the catacomb to taste the Amontillado. This is an exercise of power, but how did Montresor exert his power over Fortunato? To help answering this question, the use of expertise to compel someone is what French and Raven (1952) defines as expert power. However, expert power relies on the agent's (the one who exercise power) expertise instead of the subject. Instead, this is what Foucault points out as, "Relationships of communication imply goal-directed activities (even if only the correct putting into operation of directed elements of meaning) and, by modifying the field of information between partners, produce effect of power." (Foucault, 1982, pp. 338). Montresor interactions with Fortunato in the short story is a goal directed activity as Montresor aimed to murder Fortunato. He then modified the information he gave to Fortunato from aiming to kill him to wanting Fortunato to taste his Amontillado omitting the intention of killing from the information. This is, in accordance to Foucault's statement, produce the effect of power. The present study would like to point out this is how the present study uses both the theories in the study. The study uses French and Raven's (1952) theory of power to help to indicate what resources used while exerting power in the textual evidences and Foucault's (1982) theory of power to analyze the findings.

Power in literature has been studied by many researchers. Wiguna (2013) analyzes power relation using Foucault's theory of power in a novel entitled *Nothing but the Truth* by Avi (1992), and finds that relation-based power and knowledge-based power are frequently appeared in the novel. Noelaely (2016) analyzes power relation in *Pretty Little Liars* by Sara

Shepards (2007) using French and Raven's theory of power. She finds that legitimate power occurs the most. However, Mustaffa's (2017) study of power in *The War of the Worlds* by H. G. Wells (1898) finds that the types of power that occur the most are coercive power and informational power. This indicates that the types of power which may occur depend on the theme the story.

Different from the previous studies, the present study would like to see power relation in games. Games nowadays often include story as part of the gameplay to further enhance the players experience in playing. Hence just like other forms in literature may portray social issues, games too have the same possibility to portray social issues. Corneliussen and Rettberg (2008), for instance, find that constructions of power and hierarchy in *World of Warcraft* similar to those found in the real world: colonial subjects and marginalized people, for example Troll, Orc, Goblin, and Tauren are represented as uncivilized, unorganized, and primitive. It is the stereotype used for people live in a village ruled by tribal laws as opposed to people live in a city ruled by presidential constitution. Mukherjee (2016) studies how players in *Empire: Total War* have to deal with rebellion when the empire is struggling to build an industrial society. He further stated that this is how the game situates the mindset of a colonizer into the mind of the players. In other words, the game gives the players the ability to enact power which equal to the colonizers themselves whether they chose to or not. This allows the player to be the colonizer themselves and reenact the colonialization even in present time. These findings prove that Pedercini's (2016) statement, "game is not only a 'cool and progressive' pop culture artifact, but it also brings capitalism, sexism, and militarism," is actually true despite the numerous criticisms, such as by Murray (2018) stating we should not forget the meaningful message inside a game. We should interpret the message in a meaningful way while analyzing the game. Although the study of games itself still falls under game study, studies of video games, Simon (2007) states that game study does not deal with game as cultural artefact, and rather, subjects that fall under that category still belongs to the field of cultural studies. Furthermore, O'Neill (1996) states that games cannot be separated from its narrative, hence the present study would like to use elements of literature as means to collect data from the game studied in this research which the data would later be categorized using French and Raven's (1959) theory of power and analyzed using Foucault's theory of power. French and Raven's theory of power is appropriate for this study as it provides a variety of classifications in different situations by taking into consideration resources used to exercise power.

The previous studies also show that previous games studied are developed by western developers, game developing companies based in US and Europe, such as Electronic Arts and Blizzards. Thus, the present study would like to contribute new perspectives by analyzing *Suikoden V*, released in 2006, which developed by Japanese developer, Konami. As a part of Suikoden series, the game is well-known to have intricate political settings which allow exercises of power throughout the story. Unlike other games, the political settings in Suikoden series interacted with the characters in the game itself, not only on public settings, but also the character's internal situation. Hence, the present study chose the game as it is the most appropriate as the object of the study as it allows the present study to see how power manifests in both public settings and character's internal situations. The game is a war-themed game which is expected to have acts that implement power. As most of the studies related to video games focus on games created by American and European developers, this study aims to see how power manifests in games created by Japanese developer to fill in the gap. This study specifically analyzes how power manifests in the world of *Suikoden V* through the characterization.

1.2 Purpose of research

The purpose of this research is to analyze how power in the world of *Suikoden V* (2006) manifests among the characters. This research also aims to study what type of power is being exercised throughout the course of the game, and what meaning could be inferred from the findings.

1.3 Research question

Based on the background and the purpose of this research, this research aims to answer following question:

- How does power manifest among the characters in the game?

1.4 Scope of the research

The present study limits its study to indicate how power manifests in a video game, *Suikoden V*, especially power exercises among the characters using theory of power proposed by Foucault's theory of power and French and Raven's theory of power (1959). As *Suikoden V* is using an interactive way of storytelling where the player chooses how the story proceeds and ends based on the choice made, the present study would conduct the research by assuming

that the ending is the 108 Stars Ending. Taking the fact that the video game tells the story using visual besides narrative into consideration, the present study would also like to limit its scope to only analyzing the literature elements in the characters' dialogue. The decision made also intends to help the researcher focus on the purpose of the study and research question proposed.

1.5 Significance of study

This study aims to add new insights into the field of literature as game is not only giving pleasures and entertainment, but like literature: there are always hidden meanings underneath each story presented. This study also aims to further broaden and add new knowledge in analyzing game as a piece of literature. This study may also help students or scholars who wish to study or conduct study in literature as a reference in their study, especially study involving game as a literary work.

1.6 Research methodology

This research used descriptive qualitative method since the methodology used is appropriate for analyzing social phenomenon, especially in this study. Qualitative research design focuses on data, description, and interpretation which cannot be expressed using numerical research design (Hancock, et al. 2007). The present research also applied textual analysis approach as it is appropriate to examine the manifestation of power in the game through the words, phrases, sentences, paragraphs, ideas, and paralinguistic feature in text. (Bernard and Ryan, 1993, pp. 595-645). Textual analysis, according to McKee (2003), is a way for researchers to gather information about how other human beings interpret the world. It is relevant in this study as Schwartz (2004) states that virtual environments also reflect the real-life environment. Although *Suikoden V* situated in fantasy world, it is highly influenced by the patterns and thoughts that make the physical reality. This allowed researcher to analyse the data while also reflected the findings from the game to reality.

The data are collected in form of characterization and other relevant literary elements, such as plot. However, the present research disregards the visual representation of the game as it deemed as irrelevant to the study. As the data collected through playing the game which require numerous save files to replay the game to confirm the data obtained, the research also

used online source, a playlist of walkthrough videos made by Youtube channel named Master of Conquest (n.d.), to assist in collecting the data for efficiency. Furthermore, as game has no page number to be used as marks for page, the present study uses the setting of the event instead as the mark for where and when the data is a collected in the game. Lastly, the research draws conclusion from the findings and provide suggestion for future research.

1.7 Clarification of term

As a mean to avoid misunderstanding, this research provides the clarification of terms used in this research as follows:

a. Power: A change in attitude or behavior of a person as a result of an influencing agent through the use of resources available to the agent. (Raven, 2008).

b. Characterization: Characterization is how a character being depicted in a work of literature. Characterization could be telling, where the authors describe the characters' traits, or showing, where the characters shows their traits through the course of actions, dialogues, thoughts, others' thoughts, and physical appearance. (Abrams, 2014).

1.8 Organization of paper.

The presentation of the present study is organized as the following:

a. **ABSTRACT**

This section delivers the brief summary of the paper, presenting the information contained in the paper, which elaborated in the respective chapter.

b. **CHAPTER I: INTRODUCTION**

This chapter delivers the introductory part of the research, which is divided into five sub-chapters. The five sub-chapters are background of the research, purpose of the study, research question, significance of the study, research methodology, clarification of terms, and organization of paper.

c. **CHAPTER II: THEORETICAL FOUNDATION**

The chapter presents the theories related to this study as the basis to analyze the game. This chapter is divided into four sub-chapters, which are review of related

game studies, Foucault's theory of power, French and Raven's theory of power, and previous studies related to power relation.

d. CHAPTER III: RESEARCH METHODOLOGY

This chapter presents the methodology and the theory used in this research. The chapter is divided into four sub-chapters. The four sub-chapters are research design, data collection, data analysis, and exemplary data.

e. CHAPTER IV: FINDINGS AND DISCUSSION

This chapter provides the findings obtained from the research in accordance to research question presented in Chapter I in regards to how does power manifest in the games specifically among the characters and what does the findings reveal.

f. CHAPTER V: CONLCUSION AND SUGGESTION

The chapter draws conclusion from the findings provided in previous chapter, and present the suggestion for future research.