

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.

3.1 Research Design

This research uses a qualitative method since the methodology used is appropriate for analyzing interpretation and description. Qualitative method focuses on data, description, and interpretation which cannot be expressed using numerical research method (Hancock, et al. 2007). The present research is a textual analysis approach as it examined the manifestation of power in the game through the words, phrases, sentences, paragraphs, ideas, and paralinguistic features in text. (Bernard and Ryan, 1993). 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 virtual environments also reflect the real-life environment. As one of the participants of Schwartz research pointed out, the way some players of *Suikoden* did not see the kobold race, sentient human-dog, as a human reflects the colonizers perspective of the African and Native American when they invaded their lands. Although *Suikoden V* situated in a fantasy world, it is highly influenced by the patterns and thoughts that make the physical reality. This allowed the researcher to analyze the data while also reflected the findings from the game to reality.

3.2 Data Collection

Suikoden V, a war-themed video game, is the source of data. *Suikoden V* is the fifth installment of *Suikoden* series which set in a fantasy world Queendom of Falena. As *Suikoden V* is a game with multiple endings, this research uses the 108 Stars ending as the preferable ending, which means the prince managed to recruit all of 108 notable characters. This means is the only plot where the Prince interacts with all of the characters. This allows the present study to analyze all the possible data in the game. The data are collected in form of the dialogues between the characters. However, the present research disregards the visual representation of the game as the game proposed no representation of power relation through the visual representation. As the data collected through playing the game require numerous

save files to replay the game to confirm the data obtained, the research also uses online source through a playlist of walkthrough videos made by Youtube channel named Master of Conquest (n.d.) to assist in collecting the data for efficiency. As the name of the Prince, the protagonist of the game, is custom to the player, which means it is decided by the player themselves, the present research refers to the prince as “the Prince”. The present study believes by giving name to the prince would instead create a confusion when referencing the game because the prince name, again, is decided by the player who plays it. Furthermore, as games have 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 collected in the game.

3.3 Data Analysis

After the data are collected, the data are categorized and divided into their respective categories in accordance to French and Raven’s (2008) theories. The data is then assigned to the table that is presented in the next subcategory. The data then are selected to avoid redundancy, and presented one example of each variation of classifications of power proposed by French and Raven. The data gathered are then interpreted and analyzed to answer the research question using Foucault’s theory of power. The findings found are presented and discussed in the next chapter. Lastly, the research draws conclusion from the findings and provides suggestion for future research.

3.4 Data Presentation

| No. | Power Exercised | Types of Power | Textual Evidence |
|-----|-----------------|--|--|
| 1 | Georg to Lyon | Legitimate power | Georg: “Being a body guard is different from baby-sitting, you know. Make sure you don’t over protect him.” (Prince’s homecoming) |
| 2 | Ferid to Georg | Referent power, legitimate power, and coercion power | Ferid: “... you were never one to listen to other people’s advice so why starts now?” Ferid: “But on the second thought, though, a little bit of prudence might be in order while you are back in the imperial capital. More than a few |

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| | | | nobles aren't happy with you, being newcomer and all." |
| | | | Georg: "All right, I'll watch it. Wouldn't want you to get in trouble, Your Majesty." (Prince's homecoming) |
| 3 | Ferid to the Prince | Referent power and legitimate power | Ferid: "Your Mother – I mean Her Majesty – is waiting for you, you should hurry along and see her now." (Lordlake visitation) |
| 4 | Queen Arshtat to Lordlake | Coercion power | Georg: "One of the most beautiful town in Queendom of Falena? Known for its pristine water and lush woods? Damn, I heard it was bad, never imagine it was THIS bad, though..." Talgeyl: "I'm afraid our residents might be rather impolite at times, I do hope you can forgive them... if anyone deserves punishment for this, it's me..." (Lordlake visitation) |

The data gathered from the game is assigned accordingly into the table below.

3.5 Summary of the Game

Suikoden V (2006) is the fifth installment of Suikoden series which is inspired by a Chinese novel titled *Water Margins*. The story itself sets in a world where there are sources of magic called runes. There are 27 runes exist from the age of creation, named 27 True Runes. Queendom of Falena is known to hold one true rune, named Sun rune which gives the holder power to raise a kingdom and annihilate it in a night. The Sun rune said to be able to drive the holder mad the longer it stays on the holder's body. The Sun rune has been the symbol of royalty since the ancient time, and Queen Arshtat was the holder of the rune in the beginning of *Suikoden V*.

Suikoden V tells a story of the prince of a matriarchal kingdom, Queendom of Falena. whose sister is in the age of marriage. As per the Falenan custom, the husband of the soon to be queen is acquired through the gladiator-like event which called the Sacred Game. The winner of the Sacred Game then would be rewarded to be the consort of the future Queen and the commander of the Queen's knight. Gisel Godwin, son of Marscal Godwin and the heir of the Godwin family, participates in the competition by hiring an assassin as a gladiator. Godwin

is the second most influential family in Falena and has long been aiming to take the throne of Queendom of Falena. Through treachery and intrigue, Gisel manage to win the competition by framing a gladiator hired by other competitor Euram Barrows as a spy. Thus, naming him as Lymsleia's fiancée. The queen, Arshtat Falenas, suspected the treachery, but she cannot prove it. In the celebration night of the competition, the Godwin started a *coup* to assassinate the queen. The queen's assassination was a success, but the Prince manages to escape. The Prince then travels around the island of Falena to assemble an army of rebellion to save his sister from the Godwin. Through political diplomatic relations and power of the Dawn rune, the child rune of the Sun rune, the Prince manages to gather influential families and political figures to aid his cause and retake the Queendom of Falena. As this research used the 108 Stars ending, this means the Prince managed to recruit all of 108 notable characters in the game, and the Prince's best friend survives the battle. The prince then becomes the commander of the Queen's knight and remains in the Queendom.