

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

The present chapter consists of the conclusion of this research, which divided into two subsections, conclusion and suggestion. The present chapter draws conclusion from the findings and discussion provided in previous chapter. The present chapter also provide the suggestions for future research.

#### 5.1 Conclusions

The purpose of this study is to analyze and present how power manifests among the characters in *Suikoden V*. The present study applies theoretical framework Bases of Power proposed by French and Raven (1959) and an updated version of the theory by Raven (2008), and supported by Foucault's theory of Power Relation. *Suikoden V* as a game that implement politics to its storyline provides an abundant of data of how power manifest in the game and how the characters in the game utilized it to their own advantage.

The present research found that powers in this game manifested in varying ways. Although power manifested in different ways, the purpose of this manifestation is often the same. The characters in *Suikoden V*, who mostly are leaders and nobles, utilized power as a mean to control the masses. As power when exercised meet with resistance, the characters often operated a combination of types of power to lessen or fight the resistance. It was done by the leaders who has a higher status; therefore, allowed the leaders to exercise their power over quite range of subjects. In extreme cases, as shown in the game, the characters utilized power to construct and control the system itself.

By assigning someone to a certain group, the leaders are allowed to attribute a certain values and legitimacy over the group. It also allows the leaders to control the group as a whole rather than individuals. By controlling the groups, the leaders are allowed to construct and control the system to their liking. This means they are able to deem a certain life purpose of a certain groups, or even refusing to acknowledge their right to live. This also allows those in higher status to remain in control within the system.

*Suikoden V* was a game that implement politics in the storyline of the game, and it managed to show how power manifests among the characters in the game who are almost all leaders with political interest. The game also reflected its political situation in real life where

power is used as a means to control the masses, and took it further by showing how power can be utilized to construct the society itself. By controlling the masses, the leaders of *Suikoden V* were able to construct their society. This shows how dangerous power is when someone with an agenda are able to utilize it into its full potential, but the game also shows how it is necessary to control the masses to avoid, for example, a *coup*. On the other hand, when used responsibly, it also allows the authority to reduce resistance the masses have and to raise morale and the trust of the people. The game represented how power can construct the society in the game just as how it has constructed a certain aspect in our society.

## 5.2 Suggestions

There are several suggestions for future research that wish to use *Suikoden V* as its subject. The present research disregarded the visuals elements of the game to avoid derailing the research and to focus the research mainly on the literature elements in the dialogues. However, as the present research had mentioned briefly, characters in the game often has discerning features. This discerning features often shared within a certain group, and is patterned in a representative way. Future researches that use representation may use the game as a subject to be analyzed.

For power relation subject, the present research would like to suggest to future research to analyze the notions of power in other various genres in other video games. Unlike novels and films where the audience is treated as an observer, video games treated the audience as the character inside the story. When a character chooses to do something, it is because the audience itself chooses to do so. The present research finds it important to raise an awareness in video game that video game is not innocent. *Suikoden V* has proven that by employing politics in its plot, the game managed to represent how power construct the society in the game just like it constructs the society in real life.

Lastly, future research can also analyze the notion of power in media, and how media utilize it. As shown in the subsection of informational power, this type of power is unique because it did not require the agents to directly stated the order. The agents are able to implied the order instead; thus, removing their role as “the agents”. This is what the present research found often happened in the interaction between media and its audiences. Present studies would like to suggest a critical analyzation on how media utilizes its power in this situation.