

Power in Video Game Suikoden V: Its Relation and Exercises

A Research Paper

Submitted as a partial fulfillment of the requirements for *Sarjana Sastra* Degree



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STATEMENT OF AUTHORIZATION

I hereby certify this research entitled “*Power in Video Game Suikoden V: Its Relation and Exercises*” is a product of my own. I am fully aware that there are ideas and statements cited from other scholars and other sources, all of which are cited properly. Any risk that impose violation of education ethics in this work in the future is therefore my responsibility.

Bandung, August 2020

T.M. Fazar Izzamuddin

PREFACE

All praise and gratitude for the Almighty, Allah SWT, for without His blessing the writer would not be able to complete this research paper entitled “*Power in Video Game Suikoden V: Its Relation and Exercises*” submitted as a partial fulfilment of the requirement for *Sarjana Sastra* degree in *Universitas Pendidikan Indonesia*. The interest for the topic emerged from the writer’s love for narrative elements in video games showing that video game, just like other literary works, is not innocent. As the writer also has interest in the notion of power and how someone can manipulate someone to do something, this became the main reason as to why the writer decided to choose this topic.

The writer is fully aware of the imperfection of this paper. Therefore, constructive criticism and suggestion to improve the paper from the readers are openly welcomed. The writer hopes this research could provide new insight to discussion in power and to future research of similar topic.

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ABSTRACT

It has been a recent trend for video games to include story as part of the gameplay to further enhance the players experience in playing. However, as any other form in literature which may portray social issues within the story, games also have the same possibility to portray social issues, such as power. Because of this reason, the present study aims to investigate how power manifests among characters in a video game, *Suikoden V*. The study uses a qualitative method, and uses the theoretical framework from French and Raven (2008) to categorize the data acquired. Foucault's (1982) theory of power is also used to analyze the findings. The present study finds that power is exercised frequently by the people of authority and in higher position such as nobles and leaders. Power often exercised for two major purposes. The first is for the leaders to control the people, and the second is to construct identities which allow the leaders to control the people more efficiently. The findings revealed how the leaders are able to construct the society through the use of various types of power.

Keywords: characters, power, power relation, video games, French and Raven, Foucault.

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