

From education stand points, the difference between rating system standard could be used a topic for debate which not only raise awareness of the topic but also trains speaking and critical thinking ability.

From social perspective, the difference between rating system standard could be used as further consideration for deciding if a media is suitable for consumption or not.

CHAPTER V

CONCLUSION AND SUGGESTION

This part contains the conclusion which review the data acquired from the source and suggestion which related the reflection of the research.

A. Conclusion.

By comparing the displayed ESRB rating M (17+) and Our rating system, the game would easily garner at least Young Adult (17+) but upon entering the world of narrative the intensity of foul language, suggestive theme and amount of violence may raise the bar up to the night time slot (23:00 – 03:00) which is comparable to many action movies in that reserved time. Although, hypothetically speaking there might be more about the game which will cause debate, since the theme of night life itself is already questionable here. Furthermore, the censorship will obviously hit with major changes

With the game relies on humanity, order (in form of masquerade) and interaction between social beings. The game's narrative taught us a lot about "What make us a human" which is the main theme of the narrative

as the player will hear it very often in many points in the game. Of course, there are many other moral values in the narrative but that is the central theme of the narrative.

As an Interactive and Narrative heavy video game, it let the players to simulate a conversation (albeit with many limitation) and as you would expect, the characters may act hostile if you answer rudely, disrespectful, or simply hostile to them. The opposite also applies, if you treat other character with respect, they might also treat you nicely and might even help you in your journey but, not all characters are the same, so don't expect much. With that being said, it is easy to see the player's influence to the game world.

Last, about the culture, from the setting alone we can take a look a glimpse of many areas' atmosphere and architecture. While it is not a perfect replica, a lot of location in this virtual Los Angeles contain several spots which is based on real place. There are also many references such as; older movie like Dracula and Nosferatu, table-top games, urban legends, slangs, firearms, depiction of gangster in the west, and of course since vampire can't walk in sunlight, we also see a sneak peek of Los Angeles' night life.

Overall, the media provides several moral lessons about humanity and daily life struggles, many simulations of conversation which can be influenced by the players' choice, and of course the culture behind the

narrative of the game, in form such as place, item, trends, news, and depiction of the characters' life.

B. Suggestion

The research proves the disparity or difference between ESRB rating system to Indonesian's rating system which could be used as reference when considering to get some idea about media consumption. Although, one might want to check the official Lembaga Sensor Indonesia's site for movie rating based on Indonesian's rating system.

The research managed to learn several moral values, characters' influence or affective values, and culture which proves the theory that literature and art works have some vision, messages, and ideas that the creators want to tell and shows the culture behind it. This opens up the possibility of broader research about literature in video games.

The writer suggests other researchers to conduct another study which either uses different rating system as the writer uses Indonesian's rating system which is used to rate movies since the writer couldn't find the rating system for games in Indonesia.