

**LEARNING MORAL, AFFECTIVE, AND CULTURAL VALUE
THROUGH NARRATIVE DRIVEN VIDEO GAME (VAMPIRE THE
MASQUERADE: BLOODLINES)**

THESIS

Presented to
State Islamic Institute of Kediri to fulfill the Requirements
for Bachelor degree in English Department



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I hereby declare the authenticity of this thesis creation. As the rightful author of the paper, I will assure the readers that this work has been accomplished by me. The progress of the thesis creation was supervised and guided by the assigned advisors. The thesis acquires data from the subject, which is the narrative heavy video game mentioned in the title and to support the paper, I have put various references from related medias such as shows, interviews, news, movies, publication, and etc. complete with its citation in references section. If trouble or doubt ever arises the author will consent to tested on online checking service or anything related to it.

This thesis was created in order to fulfill the requirements for Bachelor degree in English Department of Instut Agama Islam Negara (*State Islamic Institute*) Kediri.

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Demikian dan atas kesediaan Bapak, kami ucapkan terimakasih.

Wassalamu'alaikum Warahmatullahi Wabarakatuh.

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Setelah diperbaiki materi dan susunannya, sesuai dengan beberapa petunjuk dan tuntunan yang diberikan dalam sidang munaqosah yang dilaksanakan pada tanggal 23 Juni 2023, kami dapat menerima dan menyetujui hasil perbaikannya.

Demikian agar maklum adanya.

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MOTTO

“It Just Works”.

-Todd Howard-

DEDICATION

In relation to the creation of this thesis I have noticed many lessons of an exceptionally different ways of writing thus I want to dedicate this thesis to:

1. The creator of the world, God, for making everything in this world.
2. The world of education as my major dabbles in education, I hope this might contribute in some ways.
3. My parents for making me exist and keeping up with my antics all this time. I hope this could prove something to them.
4. Everyone involved in the creation of the paper's subject. I thank you for the compelling story you have brought to me.
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6. My advisors who keep their cool even when faced with my stubbornness, antics, and overall inconsistent pace.
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5. Everyone involved in the references section for sharing their wisdom in form of articles, journal, interview transcription, etc.

The author of this thesis knew that this is, by any means, still imperfect and has many flaws. Thus, any positive feedbacks, criticism, and suggestions whether related directly to thesis or in other matters are welcome in order to further improve the author's knowledge.

Kediri, May24th, 2023

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ABSTRACT

Utomo, Vindo Putro Cahyo. 2023. *Learning Moral, Affective, And Cultural Value Through Narrative Driven Video Game (Vampire the Masquerade: Bloodlines)*. Departement of English Language Education. Faculty of Tarbiyah. State Islamic Institide of (IAIN) Kediri.

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Key Terms: Video Game, Moral, Affective Value, Culture

Video game has become more popular as time progresses but they're often looked down as some seen them as childish or senseless fun. Some video games are made to be casual; some are made with intense storytelling and difficult choice in their narrative and sometimes could be used as subject of literature analysis. An example is Vampire the Masquerade: Bloodlines. Which lead to these questions; first, what are the moral values which could be learnt from the related narrative? Second, how much can the players can affect the narrative based on their actions? Third, how much can we learn about the culture behind the narrative of video game (Vampire The Masquerade: Bloodlines) based on literature standpoint?

This thesis was done using qualitative descriptive analysis method in which the result is presented in sentences. The data was acquired from the game's main narrative by summarizing the whole main story, taking the moral value from each chapter and entirety of the game, measuring the affective value based on the impact of player's actions and comparing cultural values such as setting and references to its real-life counterparts.

The results shows that the game narrative provides moral values related to theories employed in the thesis such as empathy, conscience, self-control, respect, kindness, tolerance, and justice or fairness, affective value based on how the story are affected by player actions and choices, and the culture related to the game's narrative or storyline which was based on real locations and several pop-cultures.

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