CHAPTER III

RESEARCH OBJECT AND METHOD

In this chapter, I describe a research object and method including the techniques of collecting and analyzing data related.

3.1 Research Object

Narrative in video games is presented as narrative forms to influence and initiate the player actions. The player's involvement in determining the flow of the story could be affected by the choice he makes in dialogue tree provided – triggered by the way on how the game narrates the story itself to invest motivation. Consequently, the involvement leads to the idea that video games offer relationship of narrative and interactivity. In other words, narrative maintains its role in the pleasure of game experience.

In various perspectives, video games involve "story" that plays in the interactive experience. Since the story involves interactive process, the understanding of the narrative role takes different conception. Considering that conception, the object of this research is a narrative formation forming the overall narrative of *Mass Effect 3* with focusing on some factors initiating the final narrative formation using Bizzocchi's parameters. Applying specific research method, narrative formation of *Mass Effect* 3 is analysed with adapting theories of Domsch's future narratives.

3.2 Research Method

The method used in this research is descriptive, which allows having a full description of the research object in the form of data that have been selected based on specific phenomena. As Nazir (2003) remarked, "*tujuan dari metode penelitian deskriptif adalah untuk membuat deskripsi, gambaran, atau lukisan secara sistematis, faktual dan akurat mengenai fakta-fakta, sifat-sifat serta hubungan antar fenomena yang diselidiki*."

Related to characteristics of the method, the data are described, showing a dynamic process and impact to the storyline that are made by the player because of the interactive process. To optimize a systematic thought, the techniques of data collection and analysis are designed to view the framework.

3.2.1 Data Collection

It is widely believed that the procedure of data collection determines the validation of the data. In this case, the technique of data collection should meet the requirements of scientific method of collecting data to represent factual and accurate data presented.

In the present research, data were gathered collectively by playing a mission so called sub grand mission of Mass Effect 3. The mission was to talk to the council for a help; chosen based on: (1) its role as initial mission that developed sequence of following missions, (2) its function as the first narrative formation that had important role to draw the player's attention to the game so called immersion. The representative data were collected by capturing every scene

including objects and dialogues that support the description of issue proposed. The technique of data collection involves 5 (five) steps. The first step is I played the third series of the game and captured every cut-scene that related to the main story. In addition, I played the game with choosing straight options as Paragon in every dialogue tree that appeared in the scenes and capture it and choosing only the main missions. Then, I read every datapads related to the main story to see the information they provide. I also captured the history of the Mass Effect series that presented in *codex* to bridge the story gaps between Mass Effect 3 and its prequels. After that, I played the game all over again as Paragon with choosing additional options given in dialogue tree, also choosing side missions that have major influence to the main story to see the differences in the information and story.

3.2.2 Data Analysis

To analyze the narrative formation, the collected data are analyzed using the narrative components, which are storyworld, character, emotion, narrative interface and micro-narrative. Domsch's theories of future narratives, multy linear story and immersion are used simultaneously to analyze the process of narrative formation and to identify the factors that affect overall narrative of Mass Effect 3 game.

In presenting, the analysis illustrates a full description on how narrative formation is created and on how the share control is ceded in its process. How the player as an agent plays its role may describe the factors supporting the player's

choice of options in dialogue tree. To sum up, the data analysis is presented through a description of all factors involved in making a choice.