CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusions

Based on the analysis described in Chapter IV, narrative in Mass Effect 3 is multi-linear story for its possibility to twist the story. The narrative is formed with a beginning, middle and ending. In the process of forming the narrative, the player could not influence narrative in the beginning section, because the player can only affect the course of conversations through dialogue tree, while the information remains the same whether the player played the game twice or more. In the middle section, the player could influence the game's story by choosing investigation options through the dialogue tree and by exploring the gameworld. The actions taken by the player in the middle or development phase could affect the ending section of the game's story. The ending could be different for Mass Effect 3 has eight different endings.

The game itself presented the story through cut scenes, dialogue trees, NPCs and players actions when they play the game. The cut scenes, both by visual graphics and conversations, mostly deliver the information of game's storyworld to the players. Introductions of characters, world setting, conflicts that happened in the game are delivered by the scenes and every time the game progressed, different characters introduced to the players with their own story that could be discovered by the players through dialogue tree. This dialogue tree provides additional information about the characters backstory and the storyworld. A

dialogue tree always emerged in conversations within the cut scenes to give the players opportunity to gain additional information about the game's story and the additional information gained by the players adds their knowledge about the storyworld that affect the narrative received by the player. The players also can build emotional relation between characters by choosing options available in the dialogue tree. These characters also recognized as NPC (non-player character) and the players can interact with them while exploring the game. Both dialogue tree and NPC are recognized as narrative interface, while the additional information gained by the players recognized as micro-narrative.

The player's actions and immersion are the factors that could affect the narrative received by the players. The game's story can be different depending on how the players played the game. The story received by the players during the game in the first time is different when the players decide to replay the game and choose different actions. As described in Chapter IV, the players who took straight Paragon response or did straight main mission while playing the game could not received additional information as the players who decided to choose exploration and interacted with NPCs, or chose "investigate" option provided by dialogue tree. The players actions also could be affected by how immersed they were when playing the game. The opportunity to take different action, the curiosity to discover the story and the chances to build emotional relations throughout the game are parts of immersion that delivered by the game. The immersion itself flowing through the entire games when the players playing or replaying the game.

These actions taken by the player in this so-called sub grand mission could affect the following missions and the conclusion of the final battle against the Reapers, since Mass Effect 3 has various endings. The depth of the story, unique characters, the opportunity of romance and the intriguing conflicts between races are the game's trademark that could leave memorable impression to the player. These things also can affect the player's judgment in deciding their actions.

5.2 Suggestions

This study is expected to be a reference for those who want to have better understanding about video game as narrative. Although not every video game has narrative as their feature, this study has shown that certain video games could deliver the narrative provided by cut scene, dialogue tree and NPCs. However, this study can still be developed for there are many aspects that could be exploited by research. Take micro-narrative for example, while in this study, the players can gain additional information by interacting with NPCs, but there is more to it. NPCs are not the only way to gain additional information about the game because side missions, objects, landscapes, manuals and codex can also provide additional information for the players. Therefore, it would be interesting if next researcher could exploit micro-narrative in video games and show it by writing.