CHAPTER I

INTRODUCTION

1.1. Background to the study

In playing video game, basically the player will look first who the main character is. The Main Character is defined as a character that has the main job or mission in the games and as the character through which the player experiences the story. When the main character get mission, he or she must complete it to gain a reward.

Mostly in some video games, the main character dominated by heroic male while female plays as "damsel in distress." The term refers to females that is put into in danger and being so dependent to be rescued by male heroes (Dietz, 1998). One of the examples is video game Super Mario Bros, developed in 1985. It represents the role of male and female character. The main male character, Mario and Luigi, described as a brave who confronts all the obstacles, defeats the enemies (human or monster), rescues and protects the people he cares. On the other hand, Princess Peach is described as a weak, dependent, delicate, and coward. The elaboration above shows the stereotype of men and women presentation in games. Male is the character who epitomized power, meritorious, and protected, while female deemed who has elements of femininity, indirectly appointed her as an object of the male hero character.

Since 20th century, the development of female role who becomes heroine appeared in some media, such as novel, comic, film and video game.

In the beginning of its development, the concept of female action hero is portrayed from the male action heroism (Knight, 2010). Inness in Knight (2010: xiv) said that the portrayal of hero involves the presentation through: body, personality, and action. First, body is presented through the physical shape. The upper body is the most relevant components of the power to win fight, because it is associated with strength of muscle which indicates a capable defense. Second, personality of hero must be gentle and brave. Third, hero's action is presented through strength include the power, force, energy. Moreover, the elaboration above shows that hero has to be dashing and daring.

As described above, male hero is stereotyped as having big and muscular body, good personality, and dashing action. This stereotype is also affected female as heroine. Female who acts as hero should have the same characteristics as male, such as short hair, muscular body and reduces the femininity.

However, recently heroine, besides to be tough, has been defined to be beautiful as the theme of female heroism (Knight, 2010: x). As William (2006) said that the desirable attributes for heroine are thin body shape and beautiful face. In other words, ugly and fat female does not appropriate as the main character. Beauty becomes a standard values for heroine probably because of the expectation for how much the impact of character heroine in the eyes of viewer. Therefore, Jansz & Martis (2007: 145) added that in many video games like action genre, showing the female characters conform to the features of skinny and busty ideal body. These normative beliefs may then

lead to a standardization of main character's appearance. Moreover, video game industry have predicted that the value of a thinner ideal adult body shape will continuously become the standard of beauty and strength, because fat woman assumed to give depiction of lazy, greedy, and slow woman.

The elaboration above shows a stereotype of heroine. In video game, stereotypes are used as concepts to create fictional characters, such as warrior or samurai, vampire or zombie, magician or fighter, and so on. Stereotypes are defined by their aesthetic function, as a mode of characterization. Mode characterization means a way to form a character. It is also useful to identify the visual representation features that fit to the female hero. In Final Fantasy video game, the creation of female character has both characteristics with good looking and being powerful. It constructs a paradigm of the female character as heroine.

The analysis on female as the hero has been conducted by some researchers. First from Jansz & Martis (2007) *The Lara Phenomenon: Powerful Female Characters in Video Games*, they said that Lara Croft is presented as heroine in video games Tomb Riders. She has known as the competent female character since she is dominant, beautiful and sensual. Second researcher is Xeniya Kondrat (2015) *Gender and Video games: How is female gender generally represented in various genres of video games?* She argues that the popular ways of stereotypical female character in video games are sexually provocative and dressed in a seductive way. It means that stereotype of female characters is purposed to attract male gaze.

Even though the previous research and this research have similarity discuss about stereotype of appearance, this research will provide the characteristics of third-wave feminism stereotype from appearance, behavior and performance of each three female characters hero in Final Fantasy XIII. Furthermore, the research will describe the impacts of character heroine stereotype in video game. In case of that, this research entitled "Heroine Stereotype in Final Fantasy XIII Video Game."

1.2. Research Questions

1. What stereotypes occur to heroine character in Final Fantasy XIII?
2. What are the impacts of the stereotype to the heroine character in Final Fantasy XIII?

1.3. Objectives

1. To describe the character heroine stereotype in Final Fantasy XIII.
2. To identify the impacts of the stereotype to the character heroine in Final Fantasy XIII.

1.4. Significance to Knowledge

Video game as modern media technology is able to provide the knowledge about stereotypes as the approach in study literature. In two ways, it is useful in theoretically and practically.

Theoretically, this research could be contributing the knowledge of stereotype in literature, useful for library research, and utilization of video game as literary works.

Practically, it is useful for writer and reader to expand their knowledge about stereotype in video game as literary works.

1.5. Framework of Theories

The research will be focused on the representation of female stereotype in Final Fantasy XIII. Thus, it will be examined used the idea of Knight (2010) on female stereotype. Knight (2010: xxi) argues that when female becomes a main character who get a mission in video games, their appearance is influenced by stereotype. Women must have several characteristic to be considered appropriate as heroine, such as good looking in term of countenance, weight, and clothes. Moreover, they must also tough enough to be able to defeat the enemy and reach their missions. Therefore, Sloan (2015) will clarify about the concept design of female character that identified as aspects of stereotype. Furthermore, there is role of stereotype suggested by Richard Dyer (1999) stated that there are impacts of stereotype to character heroine in video game, includes illustrate the personality in order viewer or player can recognize the character heroine easily and provide the variation stereotype of each character heroine.

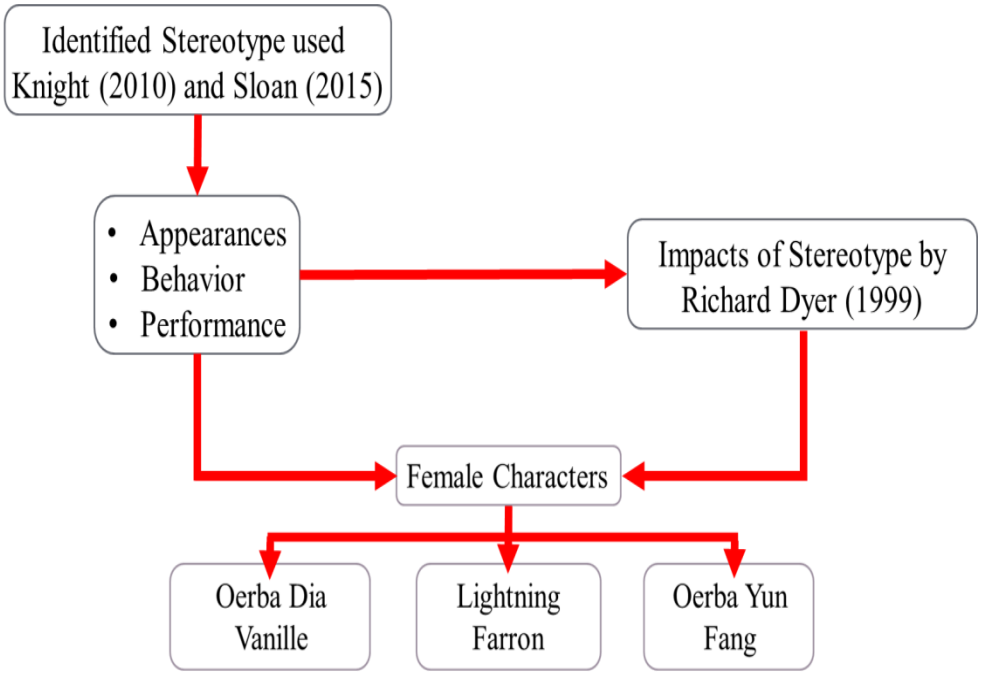


Figure 1.1. Framework of Theories