CHAPTER III

OBJECT AND RESEARCH METHOD

3.1. Research Object

This research focuses on female stereotype as heroine in Final Fantasy XIII video game. In one way stereotype is an easier way for the game designer to create the main character with all its typical characteristics. On the other way, stereotype illuminates certain characteristics and capabilities that must be owned by the main character. In other words, stereotype has an indirect impact to the heroine performance in fulfilling her mission.

Among the three female characters, they have their own dominant characteristics. The first, character dominantly demonstrates a tomboyish character. It combines traditional female characteristics of femininity and characteristic that is regarded as masculine's such as ambition and independence. The second, character that demonstrates as a femininity. This character presents cute and girly looking heroine. However, she possesses a good ability to fight. The third, character demonstrates the median between the previous characters. The character changes, sometimes more feminine, but in other situation the heroine will be more masculine. Those three characteristics of heroine presented in Final Fantasy XIII will become the object of research to find female stereotype in the video games.

3.2. Research Method

The method used in the research is qualitative method. According to Denzin and Lincoln in Moleong (2007: 5):

> "Qualitative research is a scientific research, aims to understand a phenomenon naturally in a context by emphasizing the deep process between the researcher and the phenomena in studied."

Based on the quotation above, qualitative method is used a sequence of thinking to understand an issue on the context. As Creswell in Herdiansyah (2010: 15) stated that:

> "Qualitative research is chosen based on the research conducted. In qualitative research often use the question with "*How*" or "*What*". It leads to the researcher to think and found out deeply about the phenomenon."

Therefore, qualitative method is used to perceive, apprehend, and criticize a phenomenon that attracts attention of researcher. The purpose of qualitative method is needed to be able to reveal the research object clearly and meaningfully.

3.2.1 Data Collection

The technique of collecting the data of Final Fantasy XIII video game is library research. Library research is a technique of collecting data by researching through books, records, and analysis reports relating to the topic research. Library research includes general process such as systematically identifies the theory, literature discovery, and scientific research containing information relating to the research topic (Nazir: 2003, 27).

The primary data in this research is collected by recording it while the game is being played. Then take screenshots under categories of appearance,

dialogue interactions, action performance, weapon, and ability. After that, the research will use ideas of Knight (2010), Sloan (2015), and Dyer (1999) to identify and describe the stereotype of character heroines in video game.

3.2.2 Data Analysis

Regarding qualitative research, the analysis will identify some through aspects based on the category of data, as the following:

(1) Facial features

Face is usually in the first perceive of character heroine appearance that concern to the shape, eyes, nose, and skin.

(2) Body

Body is part of figure when character heroine appears in the game, such proportion, height and weight.

(3) Costume

Costume is produced for application of character heroine and promotion her style.

(4) Hairstyle

Hairstyle is also character heroine visual style and gives a clue of her identity as feminine or masculine.

(5) Voice

Voice is also to customize the identities like age, sex, ethnic and the role of character heroine in the game.

(6) Behavior

Behavior is demonstrated the manner reaction of character heroine within narrative sequences which not only includes dialogue interaction; however the physical and emotional interaction that could happen in the video game.

(7) Movement

Movement is part of motion capture or directional movement that becomes key aspects of character heroine maneuvers in the game.

(8) Identify the Impacts

At this step, researcher will also identify the impacts of stereotype in character heroine.

3.3. Data Source

The data source includes the references that helping process analysis data from the context video game and some sources from forum and archive. The forum and archive are contains some information about character heroine in Final Fantasy XIII. The forum is obtained from Play Station Universe and Engadget. Morever, the archives is obtained from Final Fantasy Union, Myouterspace TV, Gamer Guides, Archive.is, Tvtrops, Flare Gamer, Final fantasy XIII Scenario Ultimania, and Final Fantasy Compendium. The following is synopsis of Final Fantasy XIII video game.

3.3.1. Synopsis

Final Fantasy XIII is part of Final Fantasy series video game established 1987 and the first of Final Fantasy XIII trilogy. Final Fantasy XIII video game

was released on 2009. It tells about the journey of six playable characters including three males and three females. The story began when Cocoon, the floating utopian city, the place where they were living under danger of Pulse fal'Cie; a supernatural beings which called as God machines surrounding by crystals and governs peoples live. Lightning Farron as the main character based on the story in video game, began her journey by disguised as purgation to pulse vestige. She was a member of Guardian Corps in Bodhum before the chaos at Cocoon. Before the incident, lightning truly name was Claire. She was a cheerful girl when her parents still alive, but after her parents passed away she changed her name as "Lightning" in 15 year old and decided become an adult to be able keep her little sister, Serah Farron. After graduate from high school, she joined Guardian Corps as an army to become stronger until gained sergeant position as she was known as an agile fighter who could use variant gunblades. From that day, she became tough, manful and has strong vigilance, like she was always highly suspicion toward people who assumed close to her or her sister, and she won't to interfere with other problem. Moreover, she did not have love interest and did not want to deal with unreliable men. Hence, she positioned herself as a responsible person to protect her little.

On the way, she met the other accidentally. Lightning met Oerba Dia Vanille and Oerba Yun Fang. Apparently, they are former of l'Cie. When they were first awakens from crystallization, Fang lost her memory about her focus, but Vanille did not. However, she pretended that she lost her memory. She was a young and spirited girl and had delicate personality among the group. She had

feeling of fear, but she had courage when her friends are threatened in danger. She was tag along accidentally into the purge volunteers with Hope until they joined into the battle with others. To fight the enemies, she used weapon Binding Rod like a fishing pole with two branches. Besides, Fang was a woman who took caring Vanille. She had wild appearance with large tattoo on her left arm. At a glance, she looked like Lightning who had tough personality and independent but also had compassionate side, especially toward Vanille as the important person. She used Spears as her chosen weapon to attack the enemies.

After she and the group found Serah lying down, apparently she already had been branded as an l'Cie. Before crystalized, she asked Lightning to save Cocoon from being destroyed. As she believed that Serah died, she swore to revenge that God Pulse known as fal'Cie Anima who made her sister be a victim of l'Cie. Lightning leads the group to attack that Anima, however accidentally it made them got brand l'Cie like Serah who have to complete the focus on their own fate. On the other hand, they gained magic power. They decided to fight together to stop the fal'Cie plan and save Cocoon. However, even though they defeated the fal'Cie, Vanille and Fang was sacrificed themselves to amend from what they did and saved Cocoon from falls. They did not mind being crystallized again as long as they are together.