# CHAPTER V

# CONCLUSIONS AND SUGGESTIONS

This chapter discusses about the conclusions and suggestions taken from and for the study. The conclusion is written in accordance with the data analysis, and the suggestion is aimed for future researches under the same discussion.

## 5.1. Conclusions

Several conclusions based on the analysis on the precursory authorship of *Harry Potter* in Pottersworld text-based role playing game are drawn according to the research questions. The findings show that the implied creators of Pottersworld take a great deal of J.K. Rowling's *Harry Potter* world as their precursory authors, before experiencing the shift from readership to authorship once they decided to create the alternate universe. However, in the process of creation itself, they also carry the role of implied authors as they take responsibilities in constructing the basic plot design for the forum. In the game, the players as implied authors begin the game's interactivity once they come to the phase of interpreting the visuals provided by the implied creators, exploring it according to their own version, and designing visualization for the character. Once the implied authors apply the designs created by the implied creators, the implied creators therefore become the precursory authors of the implied author. The implied authors carry their responsibilities to design their characters' plot throughout the game, and it is in designing the plot itself that the players are found to have much

more interactivity and authority between players and characters. In this phase, the issue of precursory authorship emerges conspicuously, which is multiple authorship. The issue is carried through the game since the implied authors as players need each other's contribution in order to keep the game going, unfolding every plot possible based on the selections agreed upon. Therefore, it can be concluded that the dominant level of representation identified in Pottersworld as a computer game is the plot design, while the other three levels are sublimed within it as a basic construction for the gameplay. In determining plot design as the dominant level, five data are used for the analysis. It is classified according to its significance to the design.

Furthermore, the plot design is dominant due to its flexibility and intangibility that prompts the players to explore expansively as far as the rules of the forum allows, including an exploration of a massive occurrence in wizarding world agreed upon by all of the players, thus emphasizing the interactivity of the game and multiple authorship once again. On the other hand, even though the plot design allows the players to expand their creativity, they are still bounded with the rules of the forum itself. It is applied in their every story, and inescapable as the characters must go through a finite progress in order for the players to keep playing and remain in the game. Based on the analysis, it is found that the freedom and flexibility of the game in a way also barricade the players' creativity, as even though they have proceeded through every groups necessary chronologically, they are still going back to the same direction. In other words, they must remain loyal to their precursory author by

maintaining the plot of the game itself due to the implied creators' authority to control the production of the implied authors' narrative text.

## 5.2. Suggestions

Although this study is laid on many expectations to become close to perfection, it still has many flaws that can be covered later by next researches. The next researchers may conduct a deeper analysis based on similar topic, thus improving the issues' solution of the topic. It is encouraged to analyse topics left untouched by this study, for example the issues on precursory authorship concerning the collective authorship or even analyse multiple authorship further. The dominance of other three levels of representation in other computer games can also be discussed not limited to text-based role playing game.