

## ABSTRACT

Hayati Nufus. 1125030110. *The Representation of Hero as Bearer of Truth in Assassins Creed Renaissance (A Comparative Study of The Game By Ubisoft and The Novel By Oliver Bowden)*. Supervisors: 1. Dra. Hj. Deuis Sugaryamah, M.Pd. 2. Dian Nurrachman, S.S., M.Pd.

Keywords: Adaptation, Video Game, Literary Criticism, Comparative Literature

The adaptation of literary work to become movies, drama, or vice versa is common recently. However, the adaptation of the video game to become a novel like in *Assassins Creed Renaissance* is still rare and unexplored yet. This study focused on finding out the representation of hero as bearer of truth appeared in the game and its novel version. Literary criticism is used as a method to do the critical study to assess the elements of the literature by using comparative literature approach. This study found out that Ezio's character as a hero as bearer of truth is represented by his physical appearance and characteristic. The first, in the video game, the physical appearance of Ezio is illustrated as a hero who has powers, skills, and special treatments for fighting his enemies and completing the mission stage. Meanwhile, in the novel, such physical appearance is used to show the hero to fight the evil and uphold the justice. The second, the characteristics of Ezio is represented by the core desire, goal, strategy, trap, fear and gift revealed that Ezio is very ambitious to get a victory in the game, whereas in the novel, those are the representation of his struggles to make a peace and welfare.

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Adaptasi karya sastra menjadi film, drama, maupun sebaliknya sudah biasa akhir-akhir ini. Namun, adaptasi dari video game menjadi sebuah novel seperti dalam *Assassins Creed Renaissance* masih jarang dan belum banyak ditemukan. Penelitian ini memfokuskan untuk menemukan representasi pahlawan sebagai pembawa kebenaran yang dimunculkan dalam game dan versi novelnya. Literary criticism digunakan sebagai metode untuk melakukan kajian kritik dalam menilai unsur-unsur karya sastra dengan menggunakan pendekatan comparative literature. Penelitian ini menemukan bahwa karakter Ezio sebagai pahlawan kebenaran di gambarkan melalui rupa fisik dan karakteristik. Pertama, dalam video game, rupa fisik Ezio digambarkan sebagai pahlawan yang mempunyai kekuatan, keterampilan dan perlakuan istimewa untuk melawan musuh-musuhnya dan menyelesaikan tingkatan misi. Sedangkan, dalam novel, ciri fisik tersebut digunakan untuk menampilkan pahlawan untuk bertarung melawan kejahatan dan menegakan keadilan. Kedua, karakteristik Ezio digambarkan melalui core desire, goal, strategy, trap, fear dan gift menunjukkan bahwa Ezio sangat berambisi untuk mendapatkan kemenangan dalam game, sedangkan dalam novel, semua itu menggambarkan perjuangannya untuk membuat perdamaian dan kesejahteraan.