CHAPTER I

INTRODUCTION

This chapter deals with background, statement of problem, research objective, research significance, clarification of key terms, and organization of writing.

1.1 Background

In modern era, some literatures are developed and modified to become movies by adapting them from the written texts such as novel. For example, the adaptation of a novel to be a movie such, as *Harry Potter* novel by JK Rowling. Its novel produced to be a movie by Steven Kloves with the same title. Moreover, other kinds of adaptation is found in Indonesia as well, ie: *Laskar Pelangi* movie by Riri Riza based on *Laskar Pelangi* novel by Andrea Hirata, Habiburrahman El Shirazy, *99 Cahaya di Langit Eropa* by Guntur Soehardjanto based on the *99 Cahaya di Langit Eropa* novel by Hanum Salsabielah, etc.

Adapting the novel into a movie is considered as a common in literature. Meanwhile, the adaptation of the literary work such as movie or another genres to become a novel is still rare and unexplored. In Indonesia, this adaptation method according to Damono, is called as *Novelisasi*, that is process of adaptation from a form of art like picture or sound to be a novel using language interpretation (2012: 1). Wherease, its method implemented by

Oliver Bowden in his novel series titled *Assassins Creed Renaissance* which previously is a video game created by Ubisoft.

Assassins Creed II (*Renaissance*) told about Ezio as the main character described as a killerman who has mission to kill the Templar, but even though he also presented as a hero who fought to upholds the justice and makes a peace. Meanwhile, hero character in literature refer to someone which strong and brave and always fighting for the freedom and justice. Hero as a person who is known to have done some exceptional deeds while showing physical prowess, great courage, over coming enomouse obstacles and saving people's live (Bar, 2006: 3).

Video game and novel are different genres, and then in the process of adaptation and transference from the game to the written version of novel will make the changes idea, plot, narration, theme, character, etc. Thus, comparative literature uses to analyze and comparing both of it. Comparative literature involves the study of texts across cultures, that it is iterdisciplinary and that it is concerned with patterns of connection in literatures across both time and space (Basnett, 1993: 1). Comparative literature using to connecting the representation of Ezio's character in the video game and novel.

The previous study about *Assassins Creed: Renaissance* novel have been researched by some researcher that are Abdalla (2014), his research analyze about revenge based on the psychoanalytic analysis, the research

shows that the problem faced by the major character leads him to seek for revenge and look for resolution of his problem.

Budiasta (2013), his research discussed about the role of Ezio as main character who struggle justice in Italian revolution era. The result of the study elaborates the effort of Ezio and his allies as a process to reach a revolution. Various conflicts between Assassin and Templar are clearly described in the novel as the role of Ezio struggle in reach a revolution.

Insani (2012) the result of her research is that the use of language adaptation in comic (graphic novel) Maximum Ride obeys and depends on the verbal languages used in Maximum Ride because there has found the conformity of the story. It also means that the picture as visual language in comic (graphic novel) can represent many words in novel.

In contrast to the previous studies, some studies is emphasize to discuss the literature from one genre, and other studies is only discussed the process of adaptation in the literature such as in the novel to become a comic. Meanwhile, the comparative literature between different genres like the video game and novel is unreveal. Therefore, this study tries to explore the new research by comparing two different genres that is novel and its original version of video game. Then, this research is concerning to the representation of hero as bearer of truth appears in the game and its novel version.

1.2 Statement of Problem

Assassins Creed Renaissance is quite famous known as multi-platinum game created by Ubisoft that later adapted by Oliver Bowden to became a novel. Game and novel is obviously a different kind of representation of a story. The representation of hero in the game shown by visualization (picture and sound) meanwhile novel shown the story by using language concept. To find out the kind of two literary objects, the request questions are:

1. What is the physical appearance of Ezio's character as a hero as bearer of truth appears in the game and its novel version *Assassins Creed Renaissance*?

2. What is the characteristics of Ezio's character as a hero as bearer of truth appears in the game and its novel version *Assassins Creed Renaissance*?

1.3 Research Objective

The purposes of this research are:

1. To find out the physical appearance of Ezio's character as a hero as bearer of truth appears in the game and its novel version *Assassins Creed Renaissance*

2. To find out the characteristics of Ezio's character as a hero as bearer of truth appears in the game and its novel version *Assassins Creed Renaissance*

1.4 Research Significance

This research is directed to the further researcher, the reader generally in the society especially people who likes play the video game or gamers to know about literary work in games. To the researcher who will find the object to be research as previous study. This research used comparative literature approach which comparing the different kinds between game and novel with the one story to finding the different representation of hero. Representaion of hero as bearer of truth will be studied based on physical appearance and characteristic approach.

1.5 Clarification of Key Terms

1. **Video Game** is a modern literature in the electronic device because in the video game has been the storyline, plot, narration, genre, and other characteristic of literature. Video game is a dynamic participatory system because the game has a level of storytelling that is not owned by the film (Naisbitt, 2010).

2. **Novelisasi** well known as process of adaptation from the film, art and field to became a novel. *Novelisasi* is process of adaptation from a form of art which shaped as picture or sound to be a novel used interpretation language (Damono, 2012: 1).

3. **Comparative Literature** is study interdiscipliner which not only compared the literature with the literature but can also be compared with other field such as, history, science, sociology, art, etc Comparative

literature is studies the interrelationships between two or more literatures (Wellek & Warren, 1949: 49).

4. **Hero** is someone who has been a power, strength, clever, goodness and saved the weak people from the crime. The hero or more generally protagonist is first and foremost a symbolic representation of the person who is experiencing the story while reading, listening or watching (Chatterji, 1986: 95).

5. **Bearer of Truth** is an act of righteousness.

6. **Physical Appearance** is the outward phenotype or look of human beings like a face, body, muscular, etc (Webster, 1995).

7. **Characteristic** is a special quality or trait of the character that makes a person different from other. The grounds in the character temperament desires, and moral nature for their speech and actions are called motivation (Abrams, 1985: 23-24).

8. **The Bearer of Truth** refer to the action of truth such as uphold the justice, disciplining and normalizing the rules which abused by the ruler, and all heroic action. Bearer of truth considered is person who be inspired like as Prophet (Carlyle in Priyawan, 2013: 41).

1.6 Organization of Writing

This research is consisted of five chapters. Chapter I deals with background of research, statement of problem, research questions, purposes and significance of research, and organization of writing. Chapter II presented the

theoretical understanding to support the research. It contained the emergene of comparative literature, theory of comparative literature, and the concept of hero in literature. Chapter III presented the method of the research that are: design, data, source data, tehnique of collecting data, tehnique of analyzing data ie: identifying the data, classifying the data, interpreting the data, and making conclusion. Chapter IV include analyzing of the research that is answered the statement of problem. In this chapter discuss about representation of hero as berarer of truth based on the physical appearance and characteristic with shown in the game and in the novel, and the similarities and the differences of these object. Chapter V is conclusion and suggestion. The result of analysis making general conclusion with connected to the hypothesis. And this chapter also consist the suggestion for the other researcher to continues research with othe appearance.