

BAB V

KESIMPULAN

V.1. Kesimpulan

Narasi pada game *visual novel* Reverse: 1999 menampilkan pertarungan ideologis antara hegemoni supremasi manusia dan *counter-hegemony* yang diwakilkan oleh karakter Vertin. Sekolah tidak hanya menanamkan superioritas manusia atas non-manusia, tetapi juga menormalkan dominasi yang diterima oleh para murid. Hal ini relevan dengan konteks latar cerita di Kamerun Selatan, Afrika yang merefleksikan upaya kekuatan dominan Perancis dan Inggris. Vertin digambarkan sebagai subjek yang heroik dan berdaya dalam memimpin perlawanan ideologis. Namun, Vertin yang berpenampilan sebagai orang kulit putih atau Eropa, menjadi pemimpin *counter-hegemony* di latar belakang Afrika.

Reverse: 1999 tidak menghadirkan narasi kemenangan ideologis yang bersifat mutlak. Keberhasilan Vertin sebagai representasi *counter-hegemony* disertai dengan luka emosional. Gugurnya sebagian besar teman seperjuangannya menegaskan bahwa keberhasilan ideologi perlawanan tidak otomatis menghadirkan tatanan ideal yang bebas dari konsekuensi. Pada akhirnya, Yayasan dan sekolah tetap mempertahankan otoritas mereka dalam cerita. Kondisi ini dibaca peneliti sebagai strategi naratif Anti-Keseimbangan yang mirip dengan realitas sosial. Pertarungan ideologis terjadi di berbagai lapisan dan tidak dapat diselesaikan dengan satu pemenang mutlak.

Peneliti mengambil kesimpulan bahwa game berhasil menampilkan dinamika hegemoni dan *counter-hegemony* sebagai relasi kuasa yang kompleks dan tidak

linier. Game menunjukkan bahwa ideologi dapat diinternalisasi melalui narasi yang terstruktur untuk memengaruhi arah penerimaan pemain. Dengan demikian, narasi yang dibangun dalam game tidak menghilangkan dominasi atau memuja perlawanan sebagai solusi akhir. Hubungan kekuasaan selalu berubah dan berlanjut dalam bentuk yang baru.

V.2. Saran

Penelitian ini dapat digunakan sebagai referensi penelitian ilmu komunikasi selanjutnya dengan menggunakan subjek dan objek yang berbeda. Peneliti menyarankan agar metode analisis naratif untuk tetap digunakan pada penelitian yang berbasis studi game karena struktur naratif ceritanya yang kompleks. Analisis dapat dilakukan secara intertekstual dengan menggunakan beberapa referensi di kehidupan nyata. Peneliti juga menyarankan kajian mengenai sensitivitas interkultural yang dibawa melalui narasi pada game.

Hasil dari penelitian ini dapat menjadi bahan evaluasi bagi masyarakat dalam memperhatikan kembali narasi yang ada pada game modern saat ini. Narasi tersebut seringkali mencerminkan realitas sosial yang dapat memperkuat pemahaman dan dalam konteks ini, memahami bahwa relasi antar kuasa supremasi manusia dan perlawanannya tidak menghasilkan pemenang yang mutlak.

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