

## CHAPTER II

### REVIEW OF RELATED LITERATURE

This chapter consists of definition of the medieval era, literature by historians that helps extract data, and literature regarding previous studies conducted by other researchers.

#### 2.1 Literary Analysis

For research, the intrinsic element is essential for literature. The setting places are the subject of this research. Settings helped the writer analyze the works of the subject in this research which helped answer the questions.

##### 2.1.1 Settings

The setting establishes where and when a story takes place (Smith, 1990). Based on the quotation, settings are important since the story will not be an empty background and it will clarify the story from the start to the end. One of the intrinsic elements of literature becomes essential in the writer's research because the main subject is the places, especially those related to buildings and areas.

In this research, the writer used settings because the main subject will search relation between the Middle Ages and video games in order to achieve the writer's goals; find similarities and clarify. Settings here will not only bring the *The Witcher III: Wild Hunt* Video games but also from various literature. As an example, in history, the writer used historians' research Davies (Davies, 2013) and Christopher Dyer (Dyer,2003) in Archaeological research for town sections. With diverse research, the writer could produce an analysis for this study research.

#### 2.2 Historical Approaches

In order to achieve the goals of analysis, the writer used the historical approaches, meaning that the intertextual text occurred during the course of the research study. The writer used history and archaeological research because most of this research is based on settings and places, and then the writer decided to use historical approaches as sources to achieve accurate research.

### **2.2.1 Medieval History**

In this study, the writer uses “A History of Medieval Europe: From Constantine to Saint Louis, Third Edition” by R.H.C Davis (Davis, 2013), and “The worlds of medieval Europe (Vol 560) by C. R. Backman” (Backman, 2003). The Medieval Era or Middle Ages is The era that was a time of despair – the ‘Dark Ages’ – which witnessed the integration of the Mediterranean world and the collapse of its political, cultural, and economic unity (Davis, 2013, p. 225). The first period of the Medieval Era in Europe from the fourth to the ninth century is between the fall of Rome in 476 CE and the beginning of the Renaissance in the 14th century. The Medieval Era or the Middle Ages take place after the Roman Empire collapsed. Around that era, the Medieval Era developed a belief that science must be based on religion, which caused the church to dominate all aspects of human life. Starting from government, economy, education, and socio-culture.

The Catholic church became the most powerful institution of the medieval period, even the empire itself was influenced by the institution. The church's alliances and protection gave kings, queens, and other leaders much power. Although the kings held the title, the Catholic Church governed the empire. The Medieval Era used a system called "feudalism." Using divine rights, means only the noble, god's chosen people have the right to have land. This system creates a landlord-servant relationship known as *serfdom*. These landlords offered the right to live and work the land to all who would serve them. Seeing the doctrine and dominance of the church was considered badly affect society. Finally, a movement emerged that wanted to study science to be

free from the domination of the church. This movement is called the "Renaissance." With this study, research becomes easier, because the study is confirmed the actual history for better accurate research about the setting.

### **2.2.2 Medieval Castles**

The building of castles in medieval Europe arose from the need of the military elite of the time for the strongholds in which they could house their armies and from which they could control their land grants under the feudal system of land tenure, which was military in origin (Barry, 2008). Medieval castles according to Terry Barry's research, the castles medieval landscapes contained other types of fortification stones, such as hall-houses, and this characteristic was identified in significant numbers by Caimin O'Brien and David Sweetman (Barry, 2008, p. 129), that is why the castle that was found has the same characteristics in every existing popular culture. In order to support the comparison between the medieval era and the *Witcher III: Wild Hunt*, the writer uses the study of Terry Barry, "The study of medieval Irish castles: a bibliographical survey" (Barry, 2008). The study that releases in 2008 researched castles in Ireland. In Ireland, as in the rest of Europe, the eighteenth century marked the start of scholarly interest in castles. The function of castles which from the beginning was a defense for the military and could control territory gradually changed its meaning to growing interest in their symbolic and economic importance, this research provides a bibliographical framework from which to chart the progress of this medieval archaeology (Barry, 2008). The studies of Terry Barry researched some castles in Ireland. Included Mottle Castles, Ring-work Castles, Stone Castles, Tower Houses, and the future of castles studies in Ireland, which lead to the same goals of the research, i.e, a shift in the meaning of the castles themselves.

The writer also uses a study “Castles Studies and the European medieval landscape: traditions, trends, and future research directions”, by Oliver Creighton in 2009 (Creighton, 2009). The Research studies focus is helping to drive and broaden castle scholarship in many respects across Europe. The research study includes a number of important parts to becoming references in research studies for the medieval era, especially in the area of environment and infrastructure. The reason why the writer uses these studies in his research is that the study uses bibliographical from historians in the past, most of it inserted a picture. This is important because the writer’s research will compare settings in *The Witcher III: Wild Hunt* and the medieval era, which leads to how accurate the setting in the video games and the literature by historians.

### **2.2.3 Medieval Towns**

“A picture of a relatively small but densely settled place, a commercial center with some administrative function,” (Jervis, 2016, p. 382.). A place that can be considered a town is the criteria of a town that is relatively small and with some administrative function, which means the town holds an important authority. The town is an essential part of the medieval era because the majority of transactions and activities happened in the town, and that's the city Ben Jervis had described in his journal research (Jervis, 2016, p. 382.) In analyzing the settings, especially the town in the *Witcher III: Wild Hunt* video games, the writer is using the study research by Christopher Dyer in 2003 “The Archaeology of Medieval Small Towns,” (Dyer, 2003). This study is learning about the town’s function in the medieval era. One of the examples of the study is learning the impact of merchant towns on economic to international exchange through archaeology research. This study also inserts a picture that can be useful during the writer’s research about the settings in the *Witcher III: Wild Hunt*. the writer also uses the study research by Ben Jervis “Assemblage Theory and Town Foundation in Medieval England,” (Jervis, 2016). This research

is utilize assemblage theory to develop new perspectives on processes of urbanization in medieval England. The reason writer used this study is because the paper contains a lot of pictures and data about medieval towns, which can be useful for the writer to gather qualitative data, especially comparing the setting from the video games.

#### **2.2.4 Medieval Villages**

A place of residence can be described purely geographically, as a dispersed or a nucleated settlement (Feuchtwang, Vermeer, Pieke, & Chong, 2002). As a settlement, a village is a place for the peasants to live their lives in the village, a quiet place with simple houses in direct contact with livestock and plantations because their main job is mostly as a farmer. The village was one of the vital places in the medieval era. A village can be seen in popular cultures such as movies, and video games, no exception in the literature about the medieval era. In this chapter, the writer uses the study of Christopher Dyer's "English Peasants Building in the later Middle Ages (1200-1500)" and Juan Antonio Quirós Castillo, "The archaeology of early medieval villages in Europe" (Quirós Castillo, 2009). The study of Christopher Dyer researched peasant building in the late Middle Ages, the aim of using this research is to compare the accuracy of peasants' settlement in the medieval era. The study by Juan Antonio Quirós Castillo researched medieval villages in Spain, the aim of this research is for making a critical evaluation of the archaeology of the villages. The main theme of this research is to understand the early medieval landscapes and the management of the Archaeological heritage.

The goal of the writer used this studied researched was because contains data that could help the writer for comparison. The example, in the *Witcher III: wild hunt* there was a region called white orchard that had plenty of villages. With this research, the writer had been able to compile the data for the accurate position of the villages, it could be applied to other regions as well.

## **2.3 Critical Theory**

### **2.3.1 Intertextual Analysis Theory**

The intertextual properties of a text are realized in its linguistic features. given the dynamic view of genre above, according to which a particular text may draw upon a plurality of genres, discourses, or narratives, (Fairclough, N, 1992, p. 195). According to the quotation, intertextual acknowledges various works of literature, which mean intertextuality between fiction and real life is related to each other. In Fairclough's research, he talks about 'Linguistic and Intertextual Analysis Within Discourse Analysis' meaning that literature can be debated along with various kinds of literature, here the writer uses two kinds of literature; fiction and non-fiction.

"The intertextual analysis has an important mediating role in linking text to context, (Fairclough, N, 1992, p. 213). The intertextual analysis is really useful because there will be an argument about how accurate the depiction of video games is compared to the literature; analysis becomes convincing when comparing since the accuracy of the literature clarify the point of view in video games, strengthen the research is the reason of the writer used the theory.

## **2.4 Earlier Studies**

Analyzing the research is challenging for the writer because the sources must be reliable in order to achieve the results. In this study, the writer requires various sources of accurate information, including the related thesis and the same study from the Witcher series Study.

A thesis was written by Anna Michalska, with the title "*Otherness and Intertextuality in The Witcher. The Duality of Experiencing Andrzej Sapkowski's Universe*" (Michalska, 2020). Use the Witcher Netflix tv show and novel series as sources. First, she describes the duality of the morally ambiguous main character, Geralt of Rivia. She explained that Geralt is not a hero, nor an

anti-hero but neutral. Second, discussing the Slavic-ness and intertextuality in the Witcher. In this chapter, she matched the similarities between the series and existing literature. In the last one, she is discussing the national and international reception of the franchise, especially toward the Polish. With this thesis, the writer hopes could inspect some aspects that inspired the Witcher III: Wild Hunt.

A thesis was written by Caleb Bertram, titled “*Andrzej Sapkowski’s Witcher Series Series: Fantasy’s Appropriation of Modern Political Landscapes*” (Bertram, 2021). The thesis discusses the modern political view of the Witcher. In one of the chapters, he was discussing the “*real-world effect of fantasy*”, in which he explained the idea that pop culture also has an impact on both fiction and non-fiction in politics. This thesis also strengthens the writer’s objective studies, which find the related aspects that inspired the Witcher III: Wild Hunt.

A dissertation was written by Tea de Rougemont, titled “*Temeria as a Virtual Past: When medieval influences and contemporary outlook merge in The Witcher*” (Rougemont, 2018). The thesis discusses Temeria, one of the kingdoms in *the Witcher III: Wild Hunt* as a virtual past. In chapter 1, she discusses the game and its technicalities. One of the examples, “*Building the background to create the setting*” discusses the setting in *the Witcher* game series. With this dissertation, the writer will easily find what the aspect is in the settings based on this dissertation.

The research above on *the Witcher series*, from books to video games has common with the writer’s goal, which is to seek accuracy in his research. The writer’s here have analyzed and sought accuracy and differences, which of course is based on research from archaeology as the basis for the accuracy of stories from historians. On the other hand, as a student of English Letters, the writer offers research based on the lore that exists in each location mentioned, for example, the accuracy of the war that occurred in the story of *The Witcher 3* with situations in the real world.

with the research that has been done by previous academics, the writer can provide a new perspective in researching a work of literary art contained in *The Witcher 3* in the form of video games.