

CHAPTER V

CONCLUSION & SUGGESTION

5.1 Conclusion

The Witcher III: Wild Hunt is an RPG genre video game based on the Medieval Era theme. When learning about the history of video games is kind of difficult to distinguish what is reality or fiction, and because of that reason, the writer starts this research to get a precise perspective on the history, especially in the medieval era.

The analysis starts with 3 sections, The Castles, The Towns, and the Villages. The castles are common in the medieval era, with no exception in *the Witcher III: Wild Hunt*. Royal Palace Vizima is an important castle from the Witcher universe because the main character will visit this palace to meet the antagonist that has significance to the plot of the story. This castle has a unique architecture of the medieval era, also the writer finds other aspects in the Warwick Castles in England and The Medieval Church in Austria. When talking about the common features in the castles there are spiral staircases, these features are everywhere in video games and even in the real life. Based on the analysis, the writer finds that the castles have similarities related to the medieval church in terms of design and architecture, also the writer has a conclusion to the common features why the spiral staircase was built because the function was not for the defense and self-acknowledgment between the builders and owner.

Crow Perch, the small town from *the Witcher III: Wild Hunt* has a unique element in there, the element is how the government rule. Phillip Strenger aka Bloody Baron is the new owner of the Crow Perch after the previous owner ran away from the place. In the analysis section, the writer found that the unique features of the town are local government with the inspired aspects of

fortification. Local government in the real life also happened in video games, especially in *the Witcher III: Wild Hunt*. When looking at what kind of local government elements that included in the features is the policy, in the real life the example is from Aceh, Indonesia. The policy is representing the idea of local government as a feature of the town, the writer found that the inspired aspect is fortification. The fortification had been known for a long time as a defensive structure that protected the area. In the Crow Perch, this aspect is present because the area has elements in it. Based on the data in the literature, fortification meant building a defense wall to prevent attack from enemies. When Crow Perch is compared to the literature by historians there is a similarity in terms of the objective of fortification, this can be enough evidence for the research. The results of this study created a conclusion that the accuracy of fortification is similar according to the literature.

The village in White Orchard Region, Woesong Village is the writer's subject of study, the village is well known for its fruit orchards blooming with white petals in the spring, and is named after the battle of White Orchard. The Village in the analysis section created an idea that included common features, blacksmiths, and people living in huts everywhere, for inspired aspects, the writer found that the villager or peasants lived in huts. The analysis results that the blacksmiths in every village in the video games because of war everywhere. The demands for weapons and armor make the site everywhere based on archaeologist data. The inspired aspect of the villages in the settlement of the peasants. Settlement in the villages was different in the medieval era because feudalism caused an economic gap between the peasants and landlord, as a result, the peasants lived in huts based on video games and real-life depictions. In the intertextual analysis studies, the writer compared the situation in video games and literature by historians created fairly similar

results from the data of various archaeologists, from Christopher Dyer's research in villages and towns to Terry Barry's research in castles.

This research is a great start to introduce video games as a medium for learning. However, video games should be considered literature because the elements inside are generally associated with literature. The tendency of people when playing video games based on medieval era themes is to look at the settings, they depict in the video games made this research relatable to create. At this point, the writer is convinced that this research has the same right as other literature research.

5.2 Suggestion

Based on the discussion of this study, there are several suggestions offered by the writer. The suggestions are addressed to the English Letters study program, future writers, and general readers.

a) For English letters

The writer anticipates that the English Letters Study Program will be able to provide more insights on how to choose what intertextual analysis studies should be used when one is about to compare a particular literary work, especially a video game, based on the writer's difficulties in finding what kind of approach that could contribute to the writer's analysis. Therefore, the students could learn independently and grasp a particular understanding that might be useful later.

b) For Future Researchers

Analysis and comparing the study in video games are different from any research that focuses only on qualitative data because the research will rely on the existing data.

when studying the history and comparing the elements, the writer hopes that the future researcher uses related literature to achieve the objective.

c) For General Readers

For the readers, the writer suggests that to stay objective and always critical thinking when reading research related to the subject. The research idea is finding the fact to get more facts because the research is based on the data, the writer hopes that always question the research to get a brighter idea. all the results here in a comparative study are always welcome with any critics in order to get more perspective especially related to the history.