ABSTRACT

Munirah, Jauza. 2132220020. Psychological Approach to the Characters of Electronic Literature: Final Fantasy Tactics The War of the Lions. A Thesis. Faculty of Languages and Arts, State University of Medan. 2017.

The aim of this study is to investigate the structures of personalities, the driving forces behind behaviors, the interweaving roles of the characters in an electronic literature: a videogame titled Final Fantasy Tactics: The War of the Lions and how those roles of the characters affect the overall literary works. The type of this research is qualitative. The ISO, script as well as the documentation videos of Final Fantasy Tactics: The War of the Lions are the sources of the data. The data are the utterances and actions which conveys the characters' perceptions in a particular physical and social environments, their needs, wishes, intentions, memories of particular past events and their imagining about future ones, their ways to overcome inferiority, the future they envision, their goals, and their ecpectations. The writer finds that based on their structures of personalities, both the characters have similar goals: to fight the imbalances, particularly the social disparity between noble and commoner and to make the world a better place. Based on their driving forces behind behaviors, both characters start to differ because of their differences in various backgrounds which lead one to seeks power while the other one abandoned power. Each characters have their own assigned roled based on the application of Jung's archetypes, though both characters share some similar roles. But, while most a character's roles changes to the shadow sides (the negative sides) because of the situations that occured, the other character retains the positive qualities of the archetypes. Both characters become the antithesis of each others and their interweaving roles lead to a deeper and complex interpersonal conflicts, a more interesting story, as well as a great emotional impacts.

Keywords: *Archetypes, Characters, Characterizations, Driving Forces, Electronic Literature, Final Fantasy, Literature, Literary Works, Literary Qualities, Structure of Personality, Videogame*