CHAPTER V

CONCLUSIONS, SUGGESTIONS AND IMPLICATIONS

A. CONCLUSIONS

After the data from Final Fantasy Tactics: The War of the Lions were analyzed, the conclusions are drawn as the following:

1. Based on their structures of personalities, both characters have similar goals; to fight the imbalances, particularly the social disparities between the nobles and the commoners and to make the world a better place.

2. Based on their driving forces behind behaviors, both characters started to differs because of their different social backgrounds. Delita who is a commoner was driven by his cravings for power and thus seeks to be powerful. While Ramza, despite already hold a noble status, started to question whether it's really matters. Later he abandoned his noble status and concludes that instead of status, it is our deeds that makes us a true noble.

3. Each characters have their own assigned roles based on the application of Jung's archetypes. Both characters shares similar roles, but while most of Delita's roles changes to the shadow sides (the dark or negative sides), Ramza retains the pure or positive qualities of the roles he was assigned to. Both characters' roles are interweaving as they become the antithesis of each others although both of them still hold the same goals. The interweaving roles leads to deeper and complex interpersonal conflicts and a more interesting story. The complexity between the characters will also give a better impacts for the audiences, specifically the emotional impacts.

B. SUGGESTIONS

In relation to the conclusions, suggestions are staged as the following:

1. When creating a character, it is suggested to make the personality more structured. It can be by applying Lewin's theory of life space or other psychological theories, since psychology and literature are related.

2. To refrain from creating a shallow character, the driving forces behind behaviors are needed. The driving forces must be derived from the character's structure of personality, backgrounds, goals, memories, and expectations so that the character will not feel *out of character*.

3. Characterizations is very important. To add richness to the story and characters, it is better to assign the characters to specific roles. But to refrain from being monotonous, experimenting with combined roles is suggested. To refrain from creating two-dimensional characters, adding the shadow (dark/negative) roles must also be taken into account.

C. IMPLICATIONS

The implications of this study will be as the following.

1. The object for this literary analysis is a game called Final Fantasy Tactics: The War of the Lions. Although it is unusual for games to be treated as an object of literary study, some games does fit the criterias' of literary works.

2. Games can be a great medium of storytelling, and Final Fantasy Tactics: The War of the Lions shows that. The characterization is great and befits a literary works. So in the future, hopefully every literary mediums (traditionals and electronics) can co-exist together, expanding the horizon of literary works.