

TABLE OF CONTENTS

ABSTRACT	i
ACKNOWLEDGEMENT	ii
TABLE OF CONTENTS	iv
LIST OF FIGURE	vi
LIST OF TABLES	vii
CHAPTER I INTRODUCTION	
A. The Backgrounds of the Study	1
B. The Identifications of the Problems	5
C. The Problems of the Study	6
D. The Objectives of the Study	6
E. The Scopes of The Study	7
F. The Significances of the Study	8
CHAPTER II REVIEW OF LITERATURE	
A. Theoretical Frameworks	9
1. Literature and Art	9
a. Traditional Form of Literature (Print-Based Literature)	10
b. Modern Form of Literature (Electronic Literature)	11
2. Games	14
a. Games as a Form of Art	14
b. Games as Electronic Literature	15
c. Characteristic of Literary Games.....	18
d. Types of Literary Games.....	20
e. Final Fantasy Tactics: The war of the Lions (FFT:TwotL)	23
3. Character and Characterization	27
a. Character	27
b. Characterization.....	28
4. Psychological Approach to the Characters of Literary Works	28
a. The Structure of Personality	28

b. The Driving Force behind Behaviour	29
c. Character Roles	29
B. Relevant Studies	34
C. Conceptual Framework.....	36

CHAPTER III RESEARCH METHODOLOGY

A. Research Design	37
B. The Sources of the Data	37
C. The Techniques of Data Collection	37
D. The Techniques of Data Analysis	38

CHAPTER IV DATA ANALYSIS AND RESEARCH FINDINGS

A. The Characters' Structures of Personalities	39
1. Delita	39
2. Ramza	48
B. The Characters' Driving Forces behind Behaviors.....	56
1. Delita	57
2. Ramza	59
C. The Characters' Roles and Their Effects on Literary Works	63
1. Delita	64
2. Ramza	69
D. Discussions.....	72

CHAPTER V CONCLUSIONS, SUGGESTIONS AND IMPLICATIONS

A. Conclusions.....	73
B. Suggestions	74
C. Implications	74

REFERENCES

APPENDIX