

Chapter 2

REVIEW RELATED LITELATURE

In this chapter, the authors expound upon vital details concerning several foundational aspects of the study. These elements are indispensable for grasping the broader scope and significance of the research topic at hand.

2.1 Moral Values

According to Baguswaluyo (2007: 28), moral values are standards or principles in judging conducts or behavior. Bagus, by borrowing santon's opinion Stanton's opinion, sat that moral values are the same in every society, since the moral values are influenced by the culture of group or society. Moral value, in this case, actually appears by the long process through the emergence of any society in running social activity. In the society, the people interact to one another. That creates norm and value of the society, then from the norm and value, the moral value based on their agreement will seems by itself.

And according to Ponio (2022) To define moral values, we first need to define the two words that made it up: values and morals. In a philosophical context, values are traits that are considered desirable. As mentioned, this includes honesty, respect, and courage among others. While values are often regarded as inherently positive, this is not always the case. Certain values, such as courage, can be perceived as reckless bravado depending on the circumstances. Similarly, honesty may sometimes be interpreted as blunt or tactless behavior. This variability underscores the notion that values are relative; they can be deemed positive or negative based on the specific situation and the individual's perspective. This relativity also suggests that values are highly personal, shaped by individual preferences and motivations, which, in turn, influence how one interacts with others and responds to various circumstances.

In contrast, morals are generally defined as the standards of behavior that a person holds, based on their understanding of what is right or wrong. Morals not only guide behavior but also inform the intentions behind actions, reflecting a more intrinsic sense of ethical conduct that transcends societal norms. They represent a fundamental human instinct to discern right from wrong, which is universally

acknowledged across cultures. Moral values, therefore, can be understood as relative values that are integral to human existence, derived from shared experiences that resonate universally. A value is elevated to the status of a moral value when it is directed toward safeguarding and respecting human life and promoting the common good.

2.2 Video Games

According to Isabela Granic (2014) what she mean by the term video games and how they differ from other media (e.g., books, television, movies). The most essential distinguishing feature of video games is that they are interactive; players cannot passively surrender to a game's storyline. Instead, video games are designed for players to actively engage with their systems and for these systems to, in turn, react to players' agentic behaviors. There are millions of video games, with vastly different themes and goals. These games can be played cooperatively or competitively, alone, with other physically present players, or with thousands of other online players, and they are played on various devices from consoles (e.g., Nintendo Wii, Playstation) to computers to cell phones.

According to Roger Caillois, a French sociologist, in his book entitled *Les jeux et les hommes* expressed gaming is an activity that includes the following characteristics: fun (free play is an option but not the obligation), separate (separate), uncertain, non-productive, governed by rules (no rules), fictitious (pretend). And Collins (2024) show that video game is a computer game that you play by using controls or buttons to move images on a screen.

Video games can be single-player, where a player engages with the game alone, or multiplayer, allowing multiple players to interact with each other either cooperatively or competitively. They can also vary in complexity, from simple puzzle games to immersive open-world experiences with intricate storylines and expansive virtual environments.

The gaming industry has grown significantly over the years, becoming a major form of entertainment worldwide. Video games have evolved from simple

arcade games to complex and sophisticated productions with high-quality graphics, sound, and gameplay mechanics.

In addition to entertainment, video games can also serve educational, therapeutic, and even artistic purposes. They can be used for teaching, training, and simulating real-world scenarios, as well as for relaxation and stress relief. Overall, video games are a diverse and dynamic medium that continue to evolve and captivate audiences of all ages across the globe.

A video game genre is a classification method used to categorize games that exhibit similar gameplay mechanics, themes, or defining characteristics. These genres are often flexible, featuring numerous sub-genres and overlapping elements that allow for a diverse range of game experiences. Below are some examples of genres in video games.

1) Story driven (story telling games)

In a plot-driven story, the focus is more on the things a character deals with, while a character-driven story focuses on why the character deals with those things in the way they do. In a plot-driven story, a character is used to view the plot. In a character-driven story, the plot is used to develop the character.

Some of the most popular story driven games

1. Red Dead Redemption (2010)
2. Red Dead Redemption 2 (2018)
3. Death Stranding (2018)
4. Detroit: Become Human (2018)

2) Survival horror

The central theme of survival horror games is, unsurprisingly, horror. This genre has been prevalent since the early days of the PlayStation, typically blending aspects of slasher films, science fiction, and psychological thrillers. Survival horror games are often set in hostile or high-stress environments, aiming to evoke feelings of powerlessness and vulnerability in the player. This is achieved by restricting

access to essential resources such as ammunition, crafting materials, mobility, and visibility.

Here are five of the most popular survival horror games

1. The Evil Within (2014)
2. Resident Evil series (1997-2023)
3. Amnesia (2010)
4. Silent Hill (2006)
5. Alien Isolation (2014)

3) *Platformer games / Platformers*

Platform games, commonly known as platformers, focus on running, jumping, and climbing across various platforms to navigate through a virtual environment. While players may occasionally encounter enemies, the primary emphasis is on the character's movement rather than combat or weapon use. The levels are structured like puzzles that players must solve, making platformers straightforward in design with a low barrier to entry. The main objective is to guide the player character from the starting point to the endpoint. This genre is well-suited for quick, uncomplicated fun and offers an engaging yet challenging experience.

Some popular platformers are:

1. Super Mario series (1985-2023)
2. Celeste (2018)
3. Cup head (2017)

4) JRPGs and MMORPGs

Two notable sub-categories of role-playing games (RPGs) are JRPGs (Japanese Role-Playing Games) and MMORPGs (Massively Multiplayer Online Role-Playing Games). JRPGs typically feature a broader array of controllable characters and often follow a more linear storyline. In contrast, MMORPGs provide an open-world experience with single-character progression, set in a shared

environment that can accommodate hundreds of players interacting online simultaneously.

Some of the most popular game from this genre include:

1. final Fantasy Series
2. Fallout series
3. Monster hunter series
4. Persona series
5. World of Warcraft series
6. Yakuza: Like a Dragon

5) Sandbox

Sandbox games, often referred to as Sandbox RPGs, immerse players in expansive open worlds populated with enemies, dungeons, towns, castles, encounters, and various points of interest. While there may be a general direction related to the main storyline, players have the freedom to explore and progress at their own pace, choosing how they want to engage with the game's content. A well-designed sandbox game offers numerous activities and interactions beyond the main narrative, such as side quests, jobs, mini-games, and collectible hunts. This approach allows players to explore the game world without being confined by the demands of the primary storyline. Some of the most acclaimed recent sandbox games exemplify these features.

Some of the best recent sandbox games are:

1. Roblox
2. Minecraft by Mojang studios
3. The Legend of Zelda: Breath of the Wild (2018)

6) Simulation

Simulation games are designed to immerse players in a virtual world, often one that they can create and shape themselves. Life simulation games, in particular,

are built on a framework that aims to replicate aspects of real life, whether it's managing a theme park, building a city, or overseeing the lives of a virtual family. Unlike other genres, simulation games typically do not emphasize a linear storyline or set end goals. Instead, they prioritize giving players the freedom to make their own choices and explore the game world at their own pace.

Some of the best simulation game

1. The goat Simulator
2. Stardew valley
3. Story of season
4. The Sims 4
5. Tropico series

2.3 Narrative Progression

Narrative progression is the synthesis of what Phelan and Rabinowitz refer to as textual dynamics: “the logic of the movement from beginning to middle through ending,” and for audience dynamics: the audience’s “evolving (or shifting) understandings, judgments, emotions (including desires), and expectations as it follows the textual dynamics.” (2012b, p. 58)

The progression of the narrative is crucial in understanding the development and evolution of the story. It refers to the way in which events unfold, the progression of character and storyline, as well as themes are explored throughout the course of the narrative. This term encompasses various elements such as plot twists, character arcs, thematic revelations, and pacing, all of which contribute to the overall storytelling experience. The narrative progression serves to engage the audience, keep them invested in the story, and ultimately lead them to a satisfying conclusion. It's the journey that the story takes from its beginning to its end, with each step building upon the last to create a cohesive and compelling narrative.

In video games, narrative progression refers to the way the story unfolds and advances as players interact with the game world. It involves the player's actions influencing the progression of the plot, world, characters, and the overall

gaming experience, narrative progression in video games is often nonlinear and dynamic, adapting to the player's actions and choices. This interactive storytelling approach distinguishes video games as a unique medium for engaging narratives, offering players a sense of agency and immersion in the unfolding story.

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In video games, the narrative progression of characters unfolds through a structured trajectory that encompasses several key elements. Initially, characters are introduced to players, offering insight into their backgrounds, motivations, and roles within the game world. As the story unfolds, characters establish goals and objectives, which serve as driving forces throughout the gameplay experience. Character development occurs gradually, with players witnessing changes in personality, beliefs, and skills over time. This growth is often influenced by the challenges and obstacles characters encounter, whether in the form of combat, puzzles, or moral dilemmas.

Alongside these challenges, characters acquire new abilities and equipment, further enhancing their capabilities and contributing to their evolution. Relationships and interactions with other characters play a significant role, shaping the narrative and character arcs through alliances, betrayals, and romances. Throughout the journey, revelations and plot twists keep players engaged, prompting reevaluation of characters' motivations and perceptions. Ultimately, the narrative builds towards a climax where characters confront their greatest challenges and adversaries, leading to multiple possible resolutions depending on player choices and the game's branching paths.

This dynamic and interactive process of character progression enriches the gaming experience, offering players the opportunity to immerse themselves fully in the evolving narratives of their favorite games.

Overall, the narrative progression of characters in video games is often a dynamic and interactive process, shaped by player actions and decisions as well as the game's design and storytelling techniques.

And the narrative progression of a story in a video game refers to the sequential development and unfolding of the game's plot and storyline. This progression encompasses the various events, conflicts, and resolutions that occur as the player advances through the game. It involves the pacing, structure, and presentation of the narrative elements, including cutscenes, dialogue, in-game events, and player actions. Ultimately, the narrative progression shapes the player's experience, guiding them through the game's world and immersing them in its story.

2.4 The importances of Video Game in Teaching English

In the context of globalization, contemporary society finds itself amidst the transformative landscape of the 21st century. This epoch, as articulated by Garba et al. (2015), is characterized by unprecedented advancements in information technology. As elucidated by Kemdikbud, cited in Chuntala (2019), four distinct pillars define this era: ubiquitous access to information, widespread utilization of computing machinery, the facilitation of remote and universal communication, and the capability to execute tasks with temporal and spatial flexibility. Consequently, the integration of technology has emerged as an imperative across diverse sectors, including the sphere of education, aiming to enrich human experiences and foster societal progress.

Within the realm of education, technology assumes a pivotal role as a conduit for knowledge dissemination, notably exemplified in English language courses where it serves both educators and learners in classroom settings. Given the abundance of resources available in English language education, learners often seek varied media to augment their proficiency in essential skills such as listening, reading, writing, and speaking. Video games stand out as a particularly promising medium capable of facilitating practice and enhancement in these fundamental skills especially within its narrative aspects

2.5 The Procedure of Using Video Game in Teaching English

Like mention above game have narrative aspects that can be used as research subject as well as the medium for learning some essential English skill such as:

1) Listening skill

Video games often used English voice actor for the character, they talk with different accent depending on the character background and origin, this detail can be used to improve the English Listening skill of someone

2) Reading skill

In video games, numerous items and documents scattered throughout the game map contribute to the game's narrative depth and world-building. Players frequently delve into these documents to gain a comprehensive understanding of the in-game events. Many video games, particularly those featuring intricate storylines or dialogue-rich sequences, demand that players interpret and absorb instructions, character dialogues, item descriptions, and in-game lore. This continual interaction with written material can significantly improve players' reading comprehension abilities.

3) Writing skill

Certain genres of video games, such as role-playing games (RPGs) or interactive fiction, may involve writing elements such as character dialogue, journal entries, or in-game documents. Players may also create their own content through modding or level design, which involves writing descriptions, instructions, or dialogue. Engaging with these aspects of gameplay can help players develop their writing mechanics, style, and voice.

The advantages conferred by video games as a medium have underscored their potential as valuable resources for both research and educational endeavors. Given the myriad aspects and components inherent in video games, they present fertile ground for research. Thus, this study aims to center its focus on utilizing video games as a research subject. Within this framework, specific procedures will

be delineated to guide researchers in effectively harnessing video games as subjects of research. By adhering to these procedure, the researcher endeavor to unlock the rich research possibilities embedded within video games, thereby contributing to the advancement of scholarly discourse in this field

2.6 The Procedure of using games in this research are:

These are the procedural steps involved in utilizing the game within this research study. The procedures elucidate the systematic approach adopted by the researcher in integrating and employing the game in this research are:

1. Turning on the personal computer

In order to engage with and participate in the gaming experience, players must select a suitable platform from a range of options available for playing the video game "Red Dead Redemption 2," spanning from consoles such as PlayStation and Xbox to personal computers. For the purpose of this research endeavor, the researcher intends to engage with the game via the personal computer platform.

2. Login in to steam launcher

When it comes to the PC platform, there exist various avenues through which one can acquire and engage with the video game "Red Dead Redemption 2." Numerous online storefronts offer this game for purchase, including the likes of the Epic Games Store, Rockstar Launcher, and Steam. For the purposes of this study, the researcher opted to procure and play the game through the Steam platform. This decision was primarily motivated by Steam's reputation for stability and ease of access, distinguishing it as a preferred choice among the available PC versions.

3. Play the game

In order to gather essential data, the researcher actively engages with the gameplay firsthand. Within the narrative of the game, numerous rich elements emerge, spanning from character progression to evolvment progression of the story plotline. These aspects play a pivotal role in shaping the game's storytelling approach, influencing how the narrative unfolds for the player. By immersing

oneself in gameplay, players can better comprehend the underlying messages intended by the creators of "Red Dead Redemption 2".

4. gather and analyzed the data

Following active engagement with the game firsthand, the researcher meticulously collected indispensable data derived from the gameplay sessions undertaken. This dataset stands as a cornerstone for unraveling the moral underpinnings embedded within the game's narrative tapestry, alongside scrutinizing the intricate character and story progression that transpires within each section of the gameplay experience.

5. Showing the result of data analyzed

Following the thorough analysis of the game data, the researcher will present the results, encompassing not only the moral values but also the narrative progression of both characters and the game story throughout each chapter played. These findings will be elaborated upon extensively in subsequent chapters, offering comprehensive insights into the intricate progression of themes and narrative elements within the game.

2.7 component of video games

Bryan Wirtz (2023) in his article at Game design state that, the very concept of a game is a form of play, structured to entertain, educate, or kill time, all games have *players, objectives, a system of rules, and feedback*. All these together make a game a game. An engaging game includes fantastic game design, tight controls, and immersive worlds.

According to Merry Waran (2019) from upgrad there are some important components to designs a video game, the component is

1. Game world

In the realm of video games, the term "game world" denotes the digital realm or environment where the game unfolds. It encompasses the fabricated universe, terrains, architecture, personas, and interactive components that

gamers encounter and traverse during gameplay. Serving as the canvas upon which players enact their roles, the game world furnishes context, ambiance, and avenues for engagement and immersion.

Its expanse can vary widely, ranging from sprawling open worlds teeming with diverse landscapes to more constrained, linear settings, contingent upon the game's design and genre. Ultimately, the game world molds the player's journey, exerting a pivotal influence on narrative delivery, mechanics, and overall satisfaction with the gaming experience.

2. Game storyline

The term "game storyline" within the realm of video games pertains to the overarching narrative structure that guides players throughout their gaming endeavors. It encapsulates a series of interconnected events, character interactions, conflicts, and resolutions that unfold as players advance through the game. This narrative framework serves to provide context for players' actions and decisions, often immersing them within a fictional world characterized by its unique history, lore, and ambiance.

Whether presenting a linear progression with predetermined outcomes or offering branching storylines where player choices shape the narrative trajectory, the game storyline plays a pivotal role in shaping the player's experience, enriching gameplay, and fostering immersion and enjoyment.

3. Characters of video game

In video games, a "character" embodies a virtual entity or persona encountered within the game's digital realm. These characters, encompassing protagonists, antagonists, non-player characters (NPCs), and supporting cast members, serve multifaceted roles within the game's narrative and mechanics. Protagonists typically represent the main characters whose actions players follow, while antagonists oppose them, creating conflict and advancing the storyline. NPCs, controlled by artificial intelligence, fulfill various functions such as providing quests, offering information, or serving as adversaries or

allies. Supporting characters contribute to world-building and narrative depth, playing smaller yet significant roles. Additionally, some games offer customizable characters, allowing players to personalize their gaming experience. Characters are integral to storytelling, gameplay dynamics, and player immersion, enriching the gaming experience and contributing to the overall narrative coherence and engagement.

4. Music

In the realm of video games, "music" embodies the auditory components intricately woven into the gaming experience. Its multifaceted role encompasses setting thematic tones, heightening player immersion, directing attention, reinforcing narrative motifs, and fostering memorable interactions. Through meticulously crafted compositions, game music profoundly influences the atmosphere, emotion, and engagement of the gaming landscape. As a cornerstone of artistic expression within the medium, its integration underscores its indispensable significance in shaping immersive and impactful gaming encounters.

5. Visual

Visuals in the world of video games hold profound significance, serving as more than just aesthetic embellishments. They convey essential information about the game's setting, lore, and atmosphere, offering players clues about the fictional world's history and mood. Character designs play a crucial role in storytelling, with appearances and body language revealing personality traits and motivations. Dynamic visual elements such as animations and cutscenes engage players emotionally, immersing them in the narrative and heightening the gaming experience. Overall, visuals in video games serve as powerful tools for narrative expression, player engagement, and immersive storytelling.

2.7 Video Games Terminology

Like any hobby, gaming has its own terms, phrases, and various jargon that will sound foreign to common people. While many games and genres have their

own lingo (some of these gaming terms can even have different meanings depending on the context), these general definitions will get the reader of the research know the meaning of some essential game terminology use in this research

1) HUD

HUD stands for heads-up display. It refers to graphical elements in front of the gameplay screen, like a health bar, money count, or mini map, that help you keep track of information. In some games, the HUD elements are actually viewable by the character in the game's world, such as a map that they hold up in their hands. These are known as "diegetic" elements.

2) NPC

Standing for non-player character (or non-playable character), NPC refers to any character that you don't control in a game. NPCs usually have preset actions and behaviors, and may be critical to a game or just throwaway characters.

3) Campaign

A usually-single player mode in a game that has the player traverse through a series of levels, and which usually tells a story.

4) AAA

Pronounced "triple-A", the term "AAA Games" is a classification used within the video gaming industry to signify high-budget, high-profile games that are typically produced and distributed by large, well-known publishers. AAA publishers are those with big budgets, like Rockstar, Square Enix and Nintendo, in contrast with indie game publishers

Here are some game terminologies that commonly found in the video games Red Dead Redemption2:

5) Outlaws

Outlaw - A player character in Red Dead Redemption 2, typically involved in criminal activities such as robbery, theft, or gunfights.

6) Bounty

Bounty - The price placed on the head of an outlaw by law enforcement or bounty hunters, typically increasing with the severity of the outlaw's crimes.

7) Gang

Gang - Refers to the group of outlaws led by Dutch van der Linde, the central characters in Red Dead Redemption 2's storyline.

8) Dead eye

Deadeye - A special ability in Red Dead Redemption 2 that allows players to slow down time during gunfights, enabling them to target specific body parts or multiple enemies with greater accuracy.

2.8 Red Dead Redemption 2

Red Dead Redemption 2 is an open-world action-adventure game developed by Rockstar Games. Released in 2018, it is set in the late 1800s during the decline of the American Wild West. The game follows Arthur Morgan, a member of the Van der Linde gang, as he navigates a world of lawlessness, morality, and survival.

The game is praised for its detailed world, complex characters, and immersive narrative, which explores themes of loyalty, redemption, and the consequences of one's actions. The gameplay combines elements of combat, exploration, and interaction with the environment, offering players a vast open world filled with activities, missions, and side quests. The game also includes an online multiplayer mode, Red Dead Online, where players can engage in cooperative and competitive activities.

2.8.1 The Meaning Behind The title of Red Dead Redemption 2

1) Red

The significance of the color red in the title serves as a tribute to Red Harlow, the central character of Red Dead Revolver, a title that served as an inspiration for the creation of the Red Dead Redemption series by Rockstar Games. Beyond its homage to the character, the color red carries a symbolic weight throughout the series, reflecting its thematic and aesthetic elements. Notably, Red Dead Redemption incorporates the color prominently into its user interface design,

utilizing red hues within the game's heads-up display (HUD) to establish a cohesive visual identity and evoke a sense of immersion for players. This intentional use of color not only pays homage to the series' origins but also contributes to its overall atmosphere and gameplay experience.

2) *Dead*

The incorporation of "dead" in the title of the game series alludes to the historical context in which it is set the lawless and perilous landscape of the Wild West era. This period was characterized by its unforgiving nature, where outlaws roamed freely, armed conflicts were frequent, and duels were commonplace. "Dead" also holds significance in the gameplay mechanics of the series, particularly through the skill known as "Dead Eye," which is accessible to the protagonist. This skill enables the player to manipulate time, slowing it down during intense gunfights, thereby enhancing the protagonist's combat prowess and survival abilities in the face of deadly adversaries. Thus, the utilization of "dead" in the title not only evokes the harsh realities of the historical setting but also reflects the strategic gameplay mechanics integral to the gaming experience.

3) *Redemption*

The inclusion of "Redemption" in the title of both Red Dead Redemption (2010) and Red Dead Redemption 2 (2018) is reflective of the central thematic arc woven throughout the narratives. In these games, the protagonists embark on journeys of personal redemption, seeking to atone for the sins of their past lives as outlaws.

The word "Redemption" encapsulates the protagonists' quests for forgiveness, self-discovery, and ultimately, the opportunity to redeem themselves from the shadows of their troubled pasts. As players navigate through the intricate storylines, they witness the protagonists' struggles, conflicts, and moral dilemmas, all of which culminate in profound moments of redemption and catharsis. Thus, "Redemption" serves as a poignant and resonant motif that underscores the transformative narratives of these iconic video game titles.

4) 2 (Two)

The inclusion of the number "2" in the title Red Dead Redemption 2 (2018) signifies its status as the second installment within the Red Dead Redemption series.

Despite its release following Red Dead Redemption (2010), the storyline of Red Dead Redemption 2 actually precedes the main events depicted in its predecessor. Set as a prequel, the narrative unfolds before the events of Red Dead Redemption (2010), providing players with deeper insights into the backstory of the game's world and characters.

This strategic use of numerical sequencing allows players to delve into the chronology of the series, exploring earlier events and enriching their understanding of the overarching narrative. Thus, while Red Dead Redemption 2 (2018) may have been released subsequent to the original game, its placement within the series timeline establishes it as a prequel to the events that unfold in Red Dead Redemption (2010).

2.8.2 Component of The Red Dead Redemption 2

1. *Game world*

In Red Dead Redemption 2, players have the opportunity to explore a diverse array of towns scattered throughout its expansive and multifaceted landscape. From the dense forests of West Elizabeth to the towering peaks of Ambarino, from the sweeping plains of New Hanover to the murky swamplands of Lemoyne, each town offers a distinct environment reflective of its unique culture and populace.

Each town in Red Dead Redemption 2 is meticulously crafted to embody its own set of characteristics, showcasing the rich diversity of the game world. From bustling metropolises to quaint frontier settlements, players encounter a variety of architectural styles, local customs, and societal dynamics as they traverse the vast expanse of the game's map.

These towns serve as more than mere waypoints for players; they are immersive hubs teeming with life, offering a plethora of activities, interactions, and

opportunities for exploration. From engaging in lively saloon brawls to partaking in local festivities, players can fully immerse themselves in the vibrant tapestry of each town's culture and community.

Moreover, the towns play a pivotal role in shaping the narrative of the game, serving as hubs for quests, missions, and encounters with both allies and adversaries. As players journey through the evolving landscape of Red Dead Redemption 2, the towns they encounter become integral landmarks, each contributing to the rich tapestry of the game's immersive world-building and storytelling. Here are some examples of the town that can be find in the Red Dead Redemption2 world

A. Valentine

Valentine, nestled in the heartlands of the map, embodies the essence of frontier spirit and rugged charm. As a bustling hub of activity, it serves as a magnet for a colorful cast of characters, drawing traders, ranchers, cowboys, gamblers, and outlaws alike. The town's vibrant livestock auctions act as a focal point, attracting individuals from far and wide who are eager to seize opportunities for profit, revel in the excitement of the Wild West, and indulge in the pleasures of the moment.

With its raucous atmosphere and spirited energy, Valentine pulsates with the thrum of life, offering a haven for those seeking adventure and fortune in equal measure. Amidst the clamor of the auctions and the hustle and bustle of the streets, visitors can expect to encounter a diverse tapestry of personalities and pursuits, each contributing to the town's dynamic character.

Yet, beneath Valentine's rough exterior lies a sense of camaraderie and community forged through shared experiences and mutual aspirations. Despite the inherent dangers and uncertainties of frontier life, the town serves as a beacon of resilience and tenacity, where individuals come together to forge their own destinies amidst the sprawling expanse of the Heartlands.

B. Annesburg

Annesburg stands as a towering emblem of the mining industry, nestled within the rugged expanse of Roanoke Ridge. For nearly a century, this sprawling settlement has served as a vital source of coal, its operations extending along the winding banks of the Lannahechee River. Yet, beneath the surface of prosperity lies a stark reality for the miners and their families who call Annesburg home. Life in this industrial behemoth is fraught with hardship and struggle. Working tirelessly within the depths of the earth, miners endure grueling conditions for scant wages, their labor fueling the relentless demand for coal that courses through the region.

The mines of Annesburg exact a heavy toll, both physically and emotionally, on those who toil within their depths. Many a man has met his end amidst the treacherous confines of the pit, their lives sacrificed in pursuit of profit and progress. Despite the hardships that pervade daily existence in Annesburg, the resilience of its inhabitants endures. Bound together by a shared sense of struggle and survival, the community forges ahead, clinging to hope amidst the darkness of the mines. In the shadow of Roanoke Ridge, Annesburg stands as a testament to the indomitable spirit of those who call it home, their perseverance a testament to the human capacity for resilience in the face of adversity.

C. Saint denis

Saint Denis, a bustling metropolis nestled at a key gateway into North America, serves as a vibrant hub of trade and diversity. With a bustling trade route coursing through its streets, the city stands as a melting pot of cultures and peoples from far and wide. In Saint Denis, the pulse of life beats with a rhythm all its own, where the hustle and bustle of daily existence intertwine with the ebb and flow of commerce. Here, businessmen rub shoulders with socialites, sailors exchange tales with laborers, and beggars share the streets with thieves, creating a rich tapestry of humanity that thrives amidst the urban sprawl.

From the opulent mansions of the elite to the labyrinthine alleyways of the underprivileged, Saint Denis embraces its diverse inhabitants with open arms. Each corner of the city tells a story, weaving together the threads of countless lives and

experiences into a vibrant mosaic of existence. Amidst the clamor of the streets and the towering spires that pierce the sky, Saint Denis stands as a testament to the enduring spirit of humanity. In this bustling metropolis, where cultures collide and dreams take flight, the essence of life itself pulses with an energy that is as boundless as it is captivating.

2. Character of the red dead redemption2 game

In Red Dead Redemption 2, amidst a plethora of characters, the Van Der Linde Gang emerges as the central focal point of the narrative. Throughout the campaign, pivotal moments and significant events consistently revolve around this group. Comprised of outlaws, renegades, and misfits, the Van der Linde Gang coalesces under the charismatic and idealistic leadership of Dutch van der Linde. Each member of the gang possesses a distinct persona, evident in their speech patterns and actions throughout the main storyline. This portrayal not only adds depth to the narrative but also serves to highlight the diverse and multifaceted nature of the gang's dynamic personalities. Here's a summary of the main characters from the Van der Linde gang in Red Dead Redemption 2

1) Dutch Van Der Linde:

The charismatic and idealistic leader of the gang. Known for his anarchic views and deteriorating mental state as modernity encroaches on their outlaw life. His famous quote is "They're chasing us hard, because we represent everything that they fear."

2) Hosea Matthews:

Dutch's closest friend and right-hand man. A master con artist and gentleman, known for his intelligence and quick-witted nature. His famous quote is "I wish I had acquired wisdom at less of a price."

3) Molly O'Shea:

A Dublin girl and Dutch's current love interest. High-strung and struggling with the life on the run. His famous quote is "You're playing a dangerous game."

4) Susan Grimshaw:

The tough and authoritative boss of the camp, known for her no-nonsense attitude and crucial role in keeping the gang organized. His famous quote is "I swear half of you would just rot in your own filth if nobody kept you in check."

5) Pearson:

The camp's butcher and cook, with a loud, jolly demeanor. His time in the navy is a frequent topic of conversation. His famous quote is "The people are happy and well-fed. I think perhaps we'll be ok."

6) Micah Bell:

A career criminal and hitman known for his wild and unpredictable nature. Thrives on action and chaos.

His famous quote is "I believe there's winners and losers... and nothing else besides."

7) Charles Smith:

A recent recruit to the gang, known for his quiet, reserved nature and exceptional combat skills. A decent and honest man. His famous quote is "The amount of hell we've raised, we're owed some back."

8) Bill Williamson:

An ex-soldier with a hot-headed disposition. He tends to act before thinking but is dedicated and always ready for a fight. His famous quote is "Don't try anything stupid and we won't do anything unkind."

9) Leopold Strauss:

The gang's bookkeeper and money lender, known for his serious and somewhat shifty demeanor. His famous quote: "It's a nasty world out there, and it's catching up with us."

10) John Marston:

Once an orphaned street kid taken under Dutch's wing, he is now a strong-willed and shrewd member of the gang, often filled with doubts. His Famous quote is "Guess about all I got left now is doubts. Doubts and scars."

11) Abigail Roberts:

An orphan who grew up in harsh conditions, she is strong, straight-talking, and fiercely protective of her family. His famous quote is "If they so much as put one bruise on him I swear, I'll bring the fires of hell on them myself."

12) Jack Marston:

The young son of John and Abigail, raised with the gang but shielded from their darker sides. He loves nature and is watched over by the gang. His famous quote is "Did you catch the bad guys?"

13) Karen Jones:

A consummate scam artist and fun-loving outlaw. She enjoys the outlaw lifestyle and is skilled in both robbery and drinking. His famous quote is "Running scams, robbing banks, screwing over the rich and horrible."

14) Javier Escuella:

A Mexican revolutionary and former bounty hunter who deeply connects with Dutch's ideals. Passionate and loyal. His famous quote is "If we have to fight, we fight. If we have to run, we'll run. If we must die, we'll die, but... We'll stay free."

15) Tilly Jackson:

An outlaw from a young age, she is savvy, resilient, and capable of handling herself in tough situations. His famous quote is "Most of us grew up hungry and scared and alone, one way or another."

16) Uncle:

A lazy but entertaining figure, always present when there's whiskey but missing during work. His charm keeps him in the gang. His famous quote is "People call me lazy. I'm not lazy. Just don't like working. There's a difference."

17) Mary-Beth Gaskill:

A kind and good-natured woman who excels at criminal activities. She is adept at deceiving people and making off with money. His famous quote is "Gentlemen, I think I've got something good."

18) Lenny Summers:

A young and competent outlaw, educated and ambitious, who has been on the run since his youth. His famous quote is "Living free out here, Like this... I wouldn't have it any other way."

19) Josiah Trelawny:

A flamboyant conman and trickster known for his good leads and evasive nature. His famous quote is "How can romance ever be silly? It's all we have."

20) Reverend Swanson:

An ex-clergyman who has fallen into debauchery. His past as a clergyman is a stark contrast to his current state. His famous quote is "I had real suffering and I lost everything, my vocation, my faith, my family."

21) Sean MacGuire:

A cocky Irish thief with a long criminal lineage. He is confident and believes in his own abilities, sometimes excessively so.

Famous Quote: "Just leave it to me. I can talk a dog off a meat wagon."

22) Sadie Adler:

A widow driven by vengeance, fierce, loyal, and unafraid of anything. She is a formidable ally to those she cares about.

Famous Quote: "Nobody's taking nothing from me ever again."

23) Arthur Morgan:

Dutch's most dependable enforcer, sharp and ruthless but with a personal code of honor. His journey reflects his struggle with mortality and loyalty.

Famous Quote: "We're thieves in a world that don't want us no more."

3. Storyline of Red Dead Redemption2 game

Envisioned within a fictional rendition of the American Old West during 1899, Red Dead Redemption 2 delves into the existence of Arthur Morgan within the infamous Van der Linde gang. The narrative unravels the gang's gradual descent amidst relentless pursuits by law enforcement, rival factions, and Pinkerton agents. Central to the storyline are Dutch van der Linde, Arthur Morgan, Hosea Matthews, John Marston, and Micah Bell, whose interactions and decisions shape the game's unfolding saga. Here are some summaries of story that happen during the first chapter up until the epilogue chapter

Plot of story

In May 1899, following a botched ferry heist in the bustling port town of Blackwater, Dutch Van der Linde and his gang are compelled to flee and traverse the snowy mountains to escape the law, abandoning a substantial sum of money. The gang comprises Arthur Morgan, John Marston, Hosea Matthews, Dutch's right-hand man, Bill Williamson, Javier Escuella, Lenny Summers, Charles Smith, Sean MacGuire, Uncle, Abigail Roberts, Molly O'Shea, Tilly Jackson, Simon Pearson, Leopold Strauss, Karen Jones, Susan Grimshaw, Josiah Trelawny, Mary-Beth Gaskill, Reverend Swanson, and Micah Bell. They establish a temporary camp in the abandoned mining town of Colter. Arthur, Micah, and Dutch discover a gathering at a homestead, only to find it hosted by the rival O'Driscoll gang. After defeating them, they rescue Sadie Adler, a widow whose husband was killed by the O'Driscolls, and enlist her help.

To fund their escape south, Dutch orchestrates a train robbery targeting wealthy oil magnate Leviticus Cornwall. Infuriated, Cornwall hires the Pinkerton

Detective Agency, leading Agents Andrew Milton and Edgar Ross to pursue the gang. Recognizing the end of the outlaw era due to advancing civilization, Dutch and the gang aim to amass enough money to retire and evade the law permanently. They move to New Hanover, where they undertake various heists and jobs, with Dutch promising one final, significant heist for their freedom.

After a fatal shootout with Cornwall's men, the gang relocates when Milton discovers their camp. In Rhodes, they engage with the rival Grays and Braithwaites families, suspected of hoarding Civil War gold. By manipulating both families against each other, the gang incites a conflict that leads to Sean's death and the Braithwaites kidnapping John's son, Jack. In retaliation, the gang eliminates both families and learns that Jack has been sold to crime lord Angelo Bronte.

Dutch, John, and Arthur confront Bronte in Saint Denis to retrieve Jack. Although Bronte returns Jack, he betrays the gang, leading Dutch to have Bronte killed. Dutch, now believing that the gang has no future in the U.S., plans a bank robbery in Saint Denis to acquire enough funds for an overseas escape. The Pinkertons intervene, resulting in Hosea's execution and a shootout that kills Lenny and leads to John's arrest. Arthur, Dutch, Bill, Javier, and Micah escape to Cuba.

A storm sinks their ship, leaving them stranded on the island of Guarma, where they become involved in a conflict between tyrannical sugar plantation owners and the local revolutionaries. After aiding the revolution, they return to the U.S. and reunite with the remaining gang members.

Dutch's paranoia grows, suspecting an informant within the gang. He becomes obsessed with one final heist, ignoring Arthur's concerns. Arthur, suffering from tuberculosis contracted from a diseased farmer, reflects on his actions and the gang's future. Several members leave, and Dutch and Micah plan a heist on an Army payroll train. Arthur advises John to leave and start anew with his family. Dutch murders Cornwall, blaming him for the Pinkertons' actions. Arthur's trust in Dutch deteriorates when Dutch abandons John during the heist and refuses to help

Abigail when she is captured. Arthur rescues Abigail, discovering that Micah has been working with the Pinkertons.

Before confronting Micah, Arthur instructs the women to leave for safety. At camp, Arthur confronts Dutch about Micah's betrayal, leading to a standoff. The Pinkertons attack Beaver Hollow, forcing the survivors into the wilderness. Arthur either buys time for John to escape by confronting the Pinkertons or retrieves Dutch's money stash. Micah ambushes Arthur, and Dutch intervenes, ultimately abandoning both men. If Arthur is played honorably, he dies peacefully from tuberculosis, while dishonorable play leads to his execution by Micah.

John, assisted by Charles and Sadie, tracks down Micah, leading to a final confrontation where Dutch appears and shoots Micah's men before abandoning him. John kills Micah and recovers the money stash from Blackwater, paying off his debt. John marries Abigail, and they start a new life on their ranch, with Charles heading to Canada and Sadie to South America.

The fates of surviving gang members are revealed through various sources: Pearson runs a general store, Swanson becomes a priest, Tilly marries a lawyer, Mary-Beth becomes a romance novelist, Karen dies of alcoholism, and Strauss is killed in custody after remaining loyal to the gang. Agent Ross, now with the Bureau of Investigation, discovers Bell's corpse and tracks John to his ranch, setting the stage for the events of the first game.

4. Music of Red Dead Redemption 2 Game

Red Dead Redemption 2 features three distinct types of musical score that enhance its immersive experience: narrative, interactive, and environmental. The narrative score plays during missions to align with the game's story, while the interactive score adapts dynamically as the player roams the open world or engages in multiplayer. The environmental score includes in-game elements like campfire songs or characters playing music. The music is responsive, adjusting to the player's decisions. Composer Woody Jackson crafted around 60 hours of music, although not all tracks were included in the final release. He even acquired instruments used

in classic cowboy films to maintain authenticity. Producer Daniel Lanois oversaw all vocal tracks for consistency with Jackson's score. Ultimately, over 110 musicians contributed to the game's rich and atmospheric soundscape.

5. Visual of Red dead Redemption 2 Game

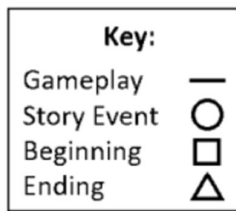
Red Dead Redemption 2 boasts an exceptional visual presentation, attributed to its utilization of the RAGE engine. Developed as a proprietary engine by Rockstar Games, RAGE has served as the cornerstone of the studio's game development endeavors for more than a decade.

Renowned for its versatility and prowess, RAGE has been instrumental in bringing to life some of the industry's most prominent titles, including Grand Theft Auto 5 and Red Dead Redemption 2. Through its sophisticated rendering capabilities, the engine bestows upon the game graphics that closely mimic the visual fidelity of our real world, enhancing the immersive experience for players.

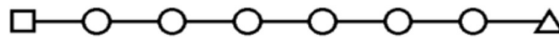
2.9 Narrative in the video game

According to Chris Stone (2019), narrative in games can be dissected into two primary components: structure and portrayal. Structure pertains to the organization and progression of the story, detailing how different sections and subsections are connected to form a coherent plot. Portrayal, on the other hand, refers to how the game conveys or displays the story to the player. Stone identifies three main types of narrative structures commonly found in games.

The first type is the linear narrative. This structure is familiar from other media such as literature and film, where the story progresses in a straight line from one event to another. The definition of "linear" describes as 'progressing from one stage to another in a single series of steps,' which aptly captures the essence of a linear narrative. In games employing this structure, the story unfolds sequentially with no deviation, backtracking, or skipping ahead. Players have no influence on the story's progression through their actions; instead, they experience the story exactly as designed by the game developers. The game can only be completed in the manner intended by the creators, leaving players with no options to alter the narrative outcome..

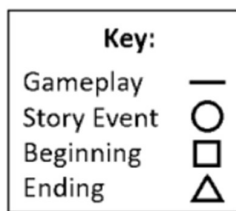


Linear:

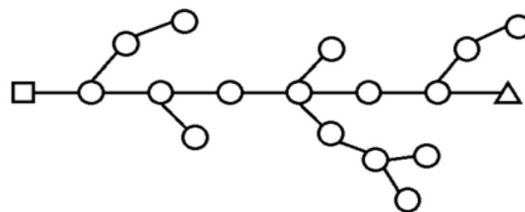


The second type of narrative structure in game design is known as the string of pearls model. In this structure, the story is presented in a linear fashion but allows for interruptions by player freedom at various points. This model is distinct to video games, as it incorporates interactivity that is not possible in traditional media. Typically observed in role-playing games (RPGs), the main narrative follows a linear progression composed of discrete sequences, such as missions or quests.

However, players are granted the freedom to explore and engage in side quests throughout the game world, enriching their experience and adding layers to the core story. This interplay between linear storytelling and player-driven exploration creates a dynamic narrative experience unique to video games.



String of Pearls:



The third narrative structure is the branching story, where player choices significantly impact the plot and character development within the game. In this model, the narrative diverges based on the decisions players make, leading to multiple possible outcomes and storylines.

Each choice can alter the course of the plot and influence how characters interact with the player and each other. This structure allows for a highly dynamic

and personalized storytelling experience, as players can shape the narrative in various ways through their actions and decisions. The complexity and depth of the story are determined by the interplay between player choices and the game's branching paths, providing a unique and engaging experience tailored to each player's gameplay.

