

**FINDING MORAL VALUES FROM NARRATIVE
PROGRESSION OF CHARACTER AND STORY IN THE
ROKSTAR VIDEO GAME RED DEAD REDEMPTION2**

Thesis

**This thesis is submitted to meet one of the requirements to achieve a Degree
in English Language Education**



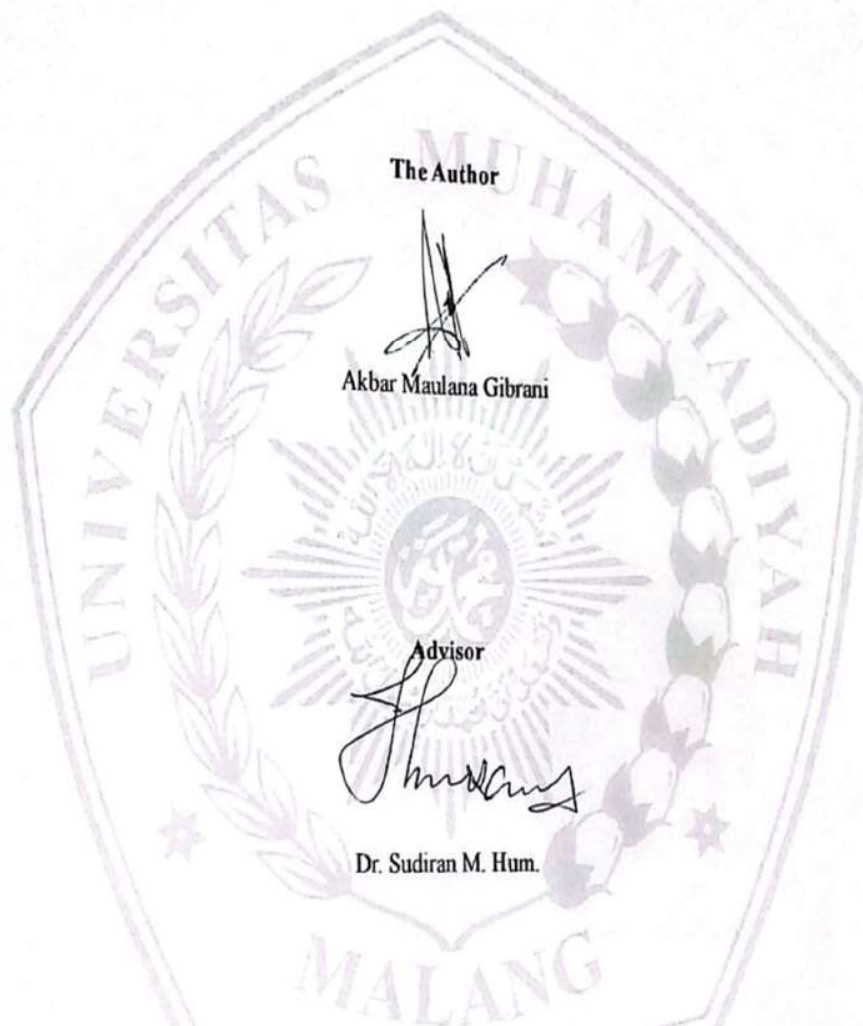
By:

**AKBAR MAULANA GIBRANI
20201010311040**

**ENGLISH EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG
2024**

Page Approval

This thesis was written by Akbar Maulana Gibrani
and was approved on April, 3th 2024



The Author

A handwritten signature in black ink, appearing to be 'Akbar Maulana Gibrani'.

Akbar Maulana Gibrani

Advisor

A handwritten signature in black ink, appearing to be 'Dr. Sudiran M. Hum.'.

Dr. Sudiran M. Hum.

APPROVAL PAGE

This thesis was defended in front of the examiners of the Faculty of Teacher Training and Education of the University of Muhammadiyah Malang and accepted as one of the requirements to achieve a Degree in English Language Education in October 19th 2024

Approved by:


Faculty of Teacher Training and Education
University of Muhammadiyah Malang



Dekan

Prof. Dr. Trisakti Handayani, M.M.

Examiner 1


Drs. Jatum, M.Ed

Examiner 2


Aninda Nidhomil Hima, M.Pd

Advisor



Dr. Sudiran, M.Hum

AUTHOR'S DECLARATION OF ORIGINALITY

I hereby declare that the intellectual content of this thesis is the product of my work and has not been submitted to any other University or Institution.

I certify that, to the best of my knowledge, my thesis does not infringe upon anyone's copyright nor violate any proprietary rights and that any ideas, techniques, quotations, or any other material from the work of other people included in my thesis, published or otherwise, are fully acknowledged by the standard referencing practices.

I also declare that this is a true copy of my thesis, as approved by my thesis committee and the English Language Education Department office

Malang, 6th September 2024



Akbar Maulana Gibrani

FINDING MORAL VALUES FROM NARRATIVE PROGRESSION OF CHARACTER AND STORY IN THE ROCKSTAR VIDEO GAME RED DEAD REDEMPTION2

ABSTRACT

Video games, as a form of media, are designed primarily to entertain players. In the modern era, the methods of engaging players have evolved. Today, games not only prioritize enjoyable gameplay but also strive to deliver immersive narratives filled with profound themes and meanings. Which make the possibility of game to use as educational subject to teach moral values for student or for the player of the game itself.

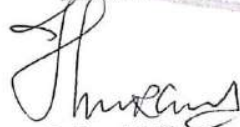
This research aims to find out what the narrative progression of character and what the moral values that can be found from that progression.

This study employed a qualitative research design, and utilizing qualitative descriptive research method. The research data consisted of diverse elements, including the game itself, dialogue spoken by characters within the game, as well as images or videos containing the narrative story of the game. These data were collected and transformed into documents, which were subsequently analyzed using document analysis techniques.

The finding shows that there were a narrative progression of character and story within the game plotline and there are many moral values in it with the loyalty and compassion become the most dominant moral values from each game chapter and story narrative

Keywords: Video games, Narrative progression, Moral values

Advisor



Dr. Sudiran M. Hum.

Researcher



Akbar Maulana Gibrani

MOTTO AND DEDICATIONS

MOTTO

"One thing I do know...there ain't no shame in looking for a better world."

-Arthur morgan to jimmy

DEDICATION

This thesis is dedicated to the following:

1. Thanks to God Almighty, for His guidance and help, the author conquered hurdles and trials in making this thesis
2. To my Wonderful mother and father, who never gave up on me, who always gave me encouragement, prayers and support, without which the Author would not have been able to get to this point.
3. To my dear brother and sister, I owe a debt of gratitude to my brother for introducing me to the world of video games, and to my sister, thank you for buying me copy of Red Dead Redemption 2. Without their influence, the author would never have considered using gaming as the subject of my thesis.
4. To the Rockstar Games for crafting the remarkable and breathtaking experience that is Red Dead Redemption 2. It is Author sincere hope that this thesis will serve to introduce more individuals to the brilliance of this masterpiece game.
5. To my Invaluable best friends, Tio Surya, Adinda Netanya, Nadien Irfatin, And Alifa Syifa. Thank you for giving the author beautiful and amazing memories during this college life, and help through this up and down journey with this thesis
6. Finally, I dedicated this thesis to all my lecturers who have imparted invaluable knowledge and wisdom throughout my academic journey. Without their guidance and expertise, the author would never have fully realized the true value and importance of knowledge as well as making and finishing this thesis

Acknowledgement

Praise be to Allah SWT for His blessings, mercy, and guidance, which have facilitated the smooth completion of this thesis by the author. Thus, the author sincerely acknowledges and is obliged to thank:

1. To my cherished and wonderful family, with special gratitude to my mom and Dad, as well as my beloved brother and sister, whose unwavering encouragement and support have been my pillar throughout this final thesis. May God bless us all abundantly, and I fervently hope that one day you will witness my success
2. Sudiran, M. Hum, as my thesis supervisor, who consistently imparts knowledge and wisdom to me and my peers. I pray that God rewards your kindness and grants you perpetual happiness and ease in your life.
3. To my dearest friends in campus, Tio Surya, Adinda Netanya, Nadien Irfatin, and Alifa Syifa, your unwavering support during my toughest moments and your constant care mean the world to me. You are the best friends I could ever ask for, and I cherish our bond deeply. May our friendship endure eternally.
4. To my best friends outside the campus, especially Kenan Bungsu and Raja Luhur, thank you for always there to cheer me up and give me courage and happiness during my hard times, I hope our friendship last forever
5. Arthur Morgan, I extend my heartfelt gratitude to you for demonstrating unwavering compassion and loyalty throughout the narrative of the game. You stand as the epitome of a remarkable video game character, and I am immensely grateful for the inspiration you have provided. May your actions continue to inspire me to become the kinder, compassionate, person I always aspire to be.

Table of Content

Page Approval.....	i
APPROVAL PAGE	ii
MOTTO AND DEDICATIONS.....	iii
AUTHOR'S DECLARATION OF ORIGINALITY	iv
ABSTRACT	v
Acknowledgement.....	vi
Table of Content.....	vii
Chapter 1 INTRODUCTION.....	1
INTRODUCTION	1
1.1 Research Background	1
1.2 Research Problems	3
1.3 Research Purpose	4
1.4 Research Significance.....	4
1.5 Research Scope and Limitation.....	5
1.6 Definition of Key Terms	6
Chapter 2 REVIEW RELATED LITELATURE	9
2.1 Moral Values	9
2.2 Video Games	10
2.3 Narrative Progression	14
2.4 The importances of Video Game in Teaching English	16
2.5 The Procedure of Using Video Game in Teaching English	17
2.6 The Procedure of using games in this research are:.....	18
2.7Video Games Terminology.....	21
2.8 Red Dead Redemption 2	23
2.8.1 The Meaning Behind The title of Red Dead Redemption 2	23
2.8.2 Component of The Red Dead Redemption 2.....	25
2.9 Narrative in the video game	35
Chapter 3 RESEARCH DESIGN AND METHOD	38
3.1 Research Design and Method	38
3.2 Research Data and Instrument	39

3.2.1 Research Data Sources	39
3.2.2 Research instrument.....	39
3.3 Data Collection and Analyzed	40
3.4 Data Collection.....	40
3.5 Data Analysis.....	42
Chapter 4 FINDING AND DISCUSSION	44
4.1 Research finding	44
4.1.1 The narrative progression of character and story in Red Dead Redemption 2	44
4.1.2 The moral values from the narrative progression of character and story in Red Dead Redemption 2	56
4.2 Discussion	63
Chapter 5 CONCLUSSION AND SUGESSTION.....	65
5.1 Conclusion	65
5.2 Suggestion.....	66
APPENDIX.....	68
A. General information and Synopsis of Red dead redemption 2	68
B. Story Plotline and interesting quote from the game character	68
C. Critical Reception and cultural impact:.....	70
D. Photo of Van der Linde gang	71
E. Table 1.0 The finding from each chapter of the game.....	71
<i>References</i>	74

APPENDIX

Synopsis and important aspect from the game

A. General information and Synopsis of Red dead redemption 2

General information

Title: Red Dead Redemption 2

Developer: Rockstar Games

Publisher: Rockstar Games

Release Date: October 26, 2018

Platforms: PlayStation 4, Xbox One, Microsoft Windows (released later on November 5, 2019)

Red Dead Redemption 2 is an action-adventure game set in an open world environment and is a prequel to the 2010 game Red Dead Redemption. The game follows the story of Arthur Morgan, a member of the Van der Linde gang, and the protagonist, as he navigates the decline of the Wild West era. The game explores themes of loyalty, morality, and the consequences of one's actions in a changing world.

B. Story Plotline and interesting quote from the game character

In Rockstar Games' epic western tale, Red Dead Redemption 2, players are immersed in a sprawling narrative that traverses the rugged terrain of the American frontier during the late 19th century. The game unfolds in a series of acts, each contributing to the overarching themes of redemption, loyalty, and the harsh realities of life as an outlaw.

The narrative commences with Act 1, introducing players to Arthur Morgan, a key member of the Van der Linde gang led by the charismatic Dutch Van der Linde. Following a botched heist in the town of Blackwater, the gang finds itself on the run, seeking refuge amidst the untamed wilderness of the Grizzlies. Arthur, torn between his loyalty to Dutch and his own moral compass, grapples with the gang's direction as tensions simmer within their ranks.

Act 2 delves deeper into the gang's decline, as external threats mount and internal conflicts escalate. Arthur's disillusionment with Dutch's leadership intensifies, prompting him to question the gang's code of honor and his own role within it. Amidst confrontations with rival gangs, law enforcement, and the specter of betrayal, Arthur confronts the harsh realities of life as an outlaw, ultimately facing the consequences of his actions.

In Act 3, the narrative reaches its climax as betrayals come to light, leading to a dramatic showdown with the forces aligned against the Van der Linde gang. Arthur, grappling with his own mortality and seeking redemption for his past deeds, must make pivotal choices that will shape his legacy. As the era of outlaws draws to a close, Arthur's journey becomes a quest for personal redemption, culminating in a poignant exploration of sacrifice and atonement.

The Epilogue shifts the narrative focus to John Marston, a former member of the gang, as he strives to forge a new path for himself and his family. Yet, even as John seeks to leave his outlaw past behind, he discovers that the ghosts of his past continue to haunt him, underscoring the enduring consequences of his actions. Through the epilogue, players witness the legacy of Arthur's choices and the enduring impact of his quest for redemption.

In conclusion, Red Dead Redemption 2 weaves a masterful narrative tapestry that explores the complexities of loyalty, betrayal, and the pursuit of redemption in the unforgiving landscape of the American frontier. Through its richly drawn characters, immersive storytelling, and breathtaking open-world environment, the game invites players on an unforgettable journey through the heart of the Wild West, where the line between right and wrong is blurred, and the quest for redemption knows no bounds.

The interesting quote from the game character:

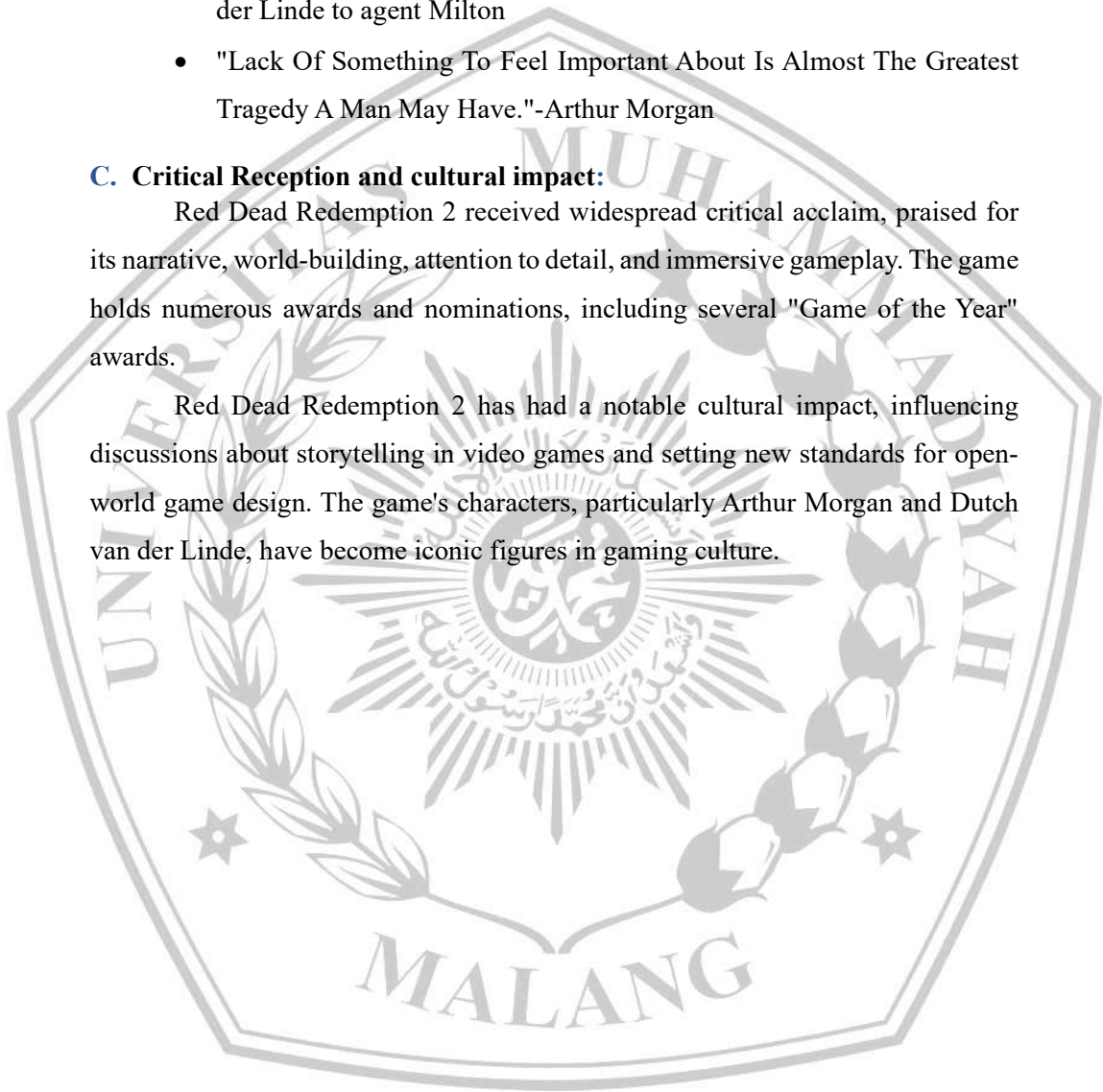
- "One thing I do know...there ain't no shame in looking for a better world." -Arthur morgan to jimmy

- "We're thieves, in a world that don't want us no more." -Arthur Morgan to Dutch van der Linde
- "This place, ain't no such thing as civilized. It's man so in love with greed... He has forgotten himself and only found appetites." -Dutch van der Linde to agent Milton
- "Lack Of Something To Feel Important About Is Almost The Greatest Tragedy A Man May Have."-Arthur Morgan

C. Critical Reception and cultural impact:

Red Dead Redemption 2 received widespread critical acclaim, praised for its narrative, world-building, attention to detail, and immersive gameplay. The game holds numerous awards and nominations, including several "Game of the Year" awards.

Red Dead Redemption 2 has had a notable cultural impact, influencing discussions about storytelling in video games and setting new standards for open-world game design. The game's characters, particularly Arthur Morgan and Dutch van der Linde, have become iconic figures in gaming culture.



D. Photo of Van der Linde gang



from the official website of Red Dead Redemption 2 video game

The character in the photo, from upper left to right: Charles, Sadie, Arthur, Dutch, Hosea, Micah, from bottom left to right: Sean, Bill, Jhon, Javier, Lenny

E. Table 1.0 The finding from each chapter of the game

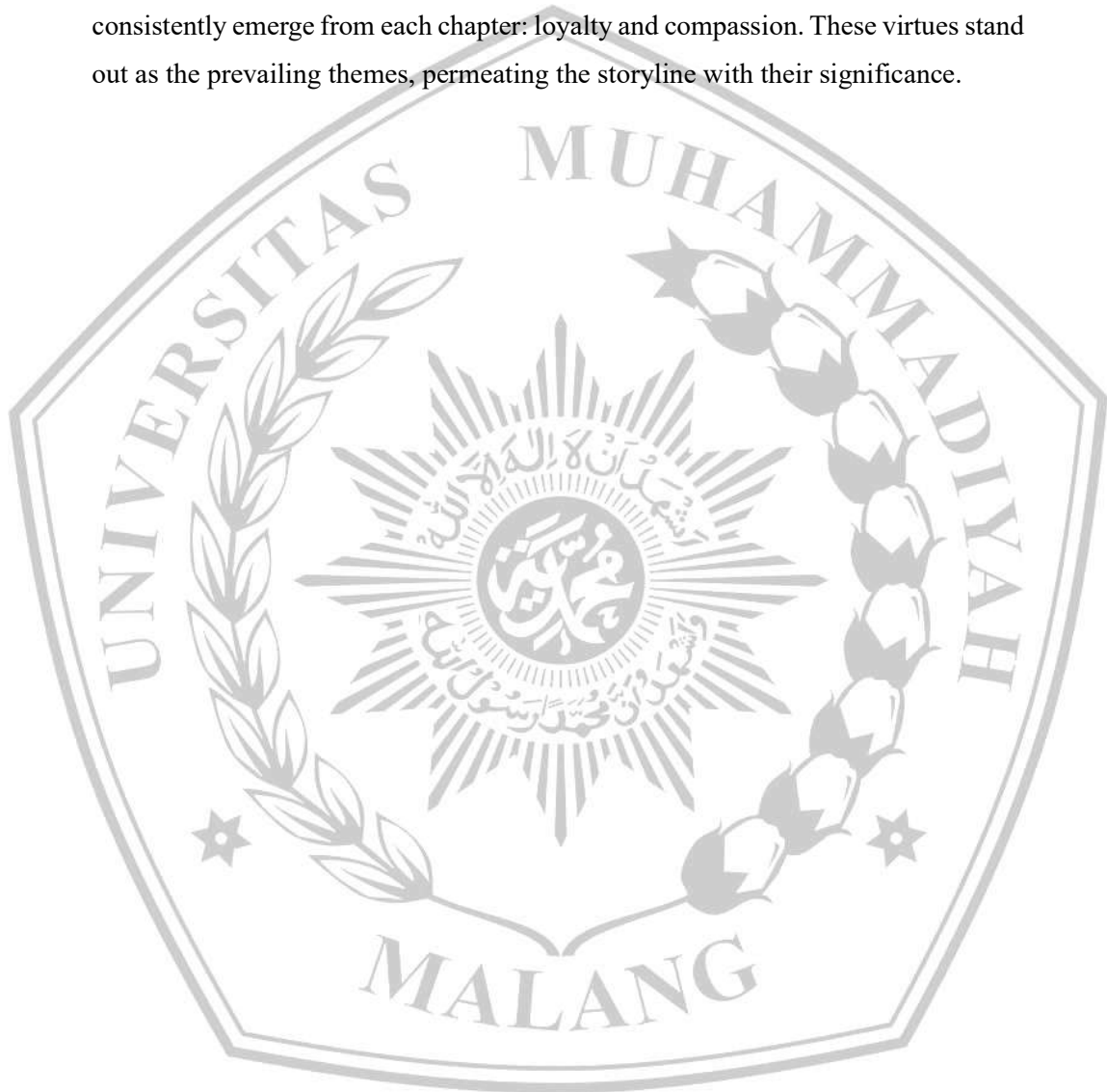
This table provides an overview of each chapter's key events and narrative shifts, alongside the moral values that emerge from those developments. Through Arthur's and the gang's progression

Chapter	Narrative progression of character and story	Moral valued based on the narrative progression of character and story
Chapter 1 colter	<ol style="list-style-type: none"> 1. Introduction of the Setting 2. Introduction of the Van der Linde Gang 	<ol style="list-style-type: none"> 1. Loyalty

	<ol style="list-style-type: none"> 3. Story Setup 4. Themes and Motifs 	
Chapter 2 horseshoes overlook	<ol style="list-style-type: none"> 1. Establishing the Gang's Situation 2. Loyalty and Doubts of the gang 3. Setting the Stage for Conflict 	<ol style="list-style-type: none"> 1. Compassion 2. Loyalty. 3. Self-reflection
Chapter 3 Clement point	<ol style="list-style-type: none"> 1. Character Relationships 2. Exploration of the Gang's Dynamics 3. Setting the Tone 4. Expansion of the Storyline 	<ol style="list-style-type: none"> 1. Loyalty 2. Resilience 3. compassion
Chapter 4 Saint Denis	<ol style="list-style-type: none"> 1. Gradually change of character 2. Setting the ending of the game 	<ol style="list-style-type: none"> 1. Loyalty 2. Compassion
Chapter 5 Guarma and 6 beaver hollows	<ol style="list-style-type: none"> 1. The ending of Character development and progression 2. Ending of the Arthur saga 	<ol style="list-style-type: none"> 1. Loyalty 2. Compassion 3. Self-reflection
Epilogue (1 and 2)	<ol style="list-style-type: none"> 1. The conclusion of the narrative 	<ol style="list-style-type: none"> 1. Loyalty 2. Compassion

	2. Ending of the game narrative plotline	
--	---	--

Throughout the narrative of the game, two prominent moral values consistently emerge from each chapter: loyalty and compassion. These virtues stand out as the prevailing themes, permeating the storyline with their significance.



References

1. Tuominen, Juho. Rockstar's Open World Video Games as Ideological Apparatuses: A Case Study of Red Dead Redemption. MS thesis. 2020.
2. Stone, Chris. "The evolution of video games as a storytelling medium, and the role of narrative in modern games." *Gamasutra, the art & business of making games* (2019).
3. Parsayi, Farzad, and Ali Soyoo. "Video games: The interface between language learning and storytelling." *International Journal of Pedagogies & Learning* 13.2 (2018): 103-118.
4. Vanderhoef, J., & Payne, M. T. (2022). Press X to wait: The cultural politics of slow game time in Red Dead Redemption 2. *Game Studies*, 22(3).
5. Moser, Heather Rose. "A Crash of Worlds": How Red Dead Redemption II Creates a World Where Players Experience Empathy Through Character Performance. Diss. Brigham Young University, 2022.
6. Bagnoli, Nicolas. "How video games reflect a discourse about another era? The case of Red Dead Redemption II." (2019).
7. Red dead redemption2 official website:
<https://www.rockstargames.com/reddeadredemption2/>
8. Steam web page of red dead redemption 2
https://store.steampowered.com/app/1174180/Red_Dead_Redemption_2/
9. Qualitative meaning:
[https://www.ncbi.nlm.nih.gov/pmc/articles/PMC7932381/#:~:text=Qualitative%20descriptive%20research%20generates%20data,23\).](https://www.ncbi.nlm.nih.gov/pmc/articles/PMC7932381/#:~:text=Qualitative%20descriptive%20research%20generates%20data,23).)

10. Upgrad website for what is essential in design video game:
<https://www.upgrad.com/blog/6-components-of-video-game-design/>

11. Majewski, Jakub. "Theorising video game narrative." *Bond University* (2003).

12. Esposito, Nicolas. "A Short and Simple Definition of What a Videogame Is." DiGRA Conference. 2005.

13. Gee, James Paul. "What video games have to teach us about learning and literacy." *Computers in entertainment (CIE)* 1.1 (2003): 20-20.

14. Donald, Iain, and Andrew Reid. "The wild west: Accuracy, authenticity and gameplay in red dead redemption 2." *Media Education Journal* 66 (2020): 15-23.

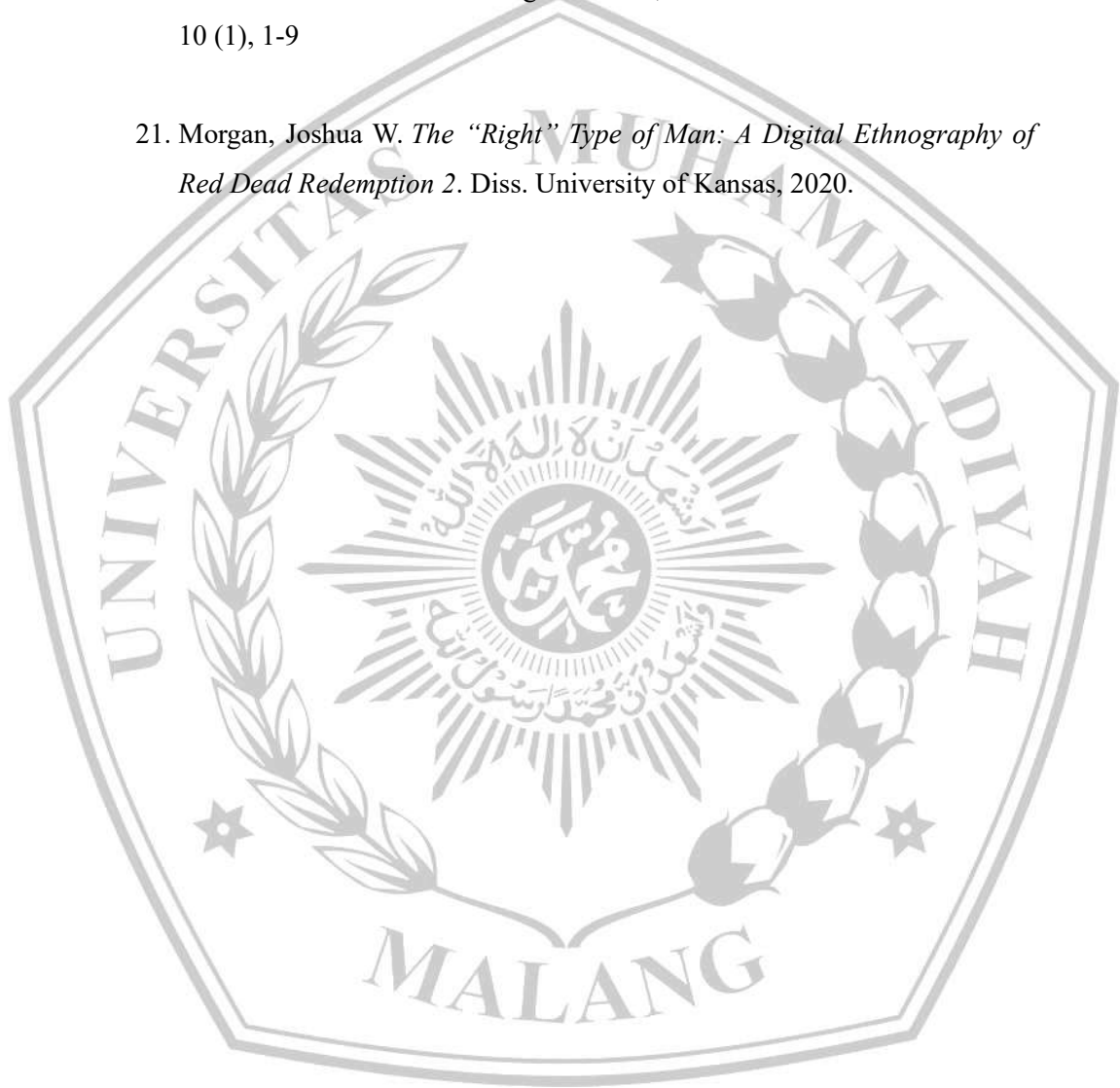
15. Re-enacting the American Frontier in Contemporary Popular Culture: The Western Fantasy of "Red Dead Redemption II"

16. Syahputra, Fikry P, and Mahmud A. Albar. 2023. EDUCATING GOOD MORAL VALUES THROUGH VIDEO GAME: HARVEST MOON BACK TO NATURE PERSPECTIVES. *Paradigma: Jurnal Kajian Budaya* 13, no. 3 (December). 10.17510/paradigma.v13i3.1255

17. Strauss, Clara, et al. "What is compassion and how can we measure it? A review of definitions and measures." *Clinical psychology review* 47 (2016): 15-27.

18. Neithardt, Leigh Anne. *Narrative Progression and Characters with Disabilities in Children's Picturebooks*. The Ohio State University, 2017.

19. [10] Jacoby, J., & Chestnut, R. W. (1973). *Brand Loyalty: Measurement and Management*. New York: NY: Wiley.
20. [11] Jacoby, J., & Kyner, D. B. (1973). Brand Loyalty vs. Repeat Purchasing Behaviour. *Journal of Marketing Research*, 10 (1), 1-9
21. Morgan, Joshua W. *The "Right" Type of Man: A Digital Ethnography of Red Dead Redemption 2*. Diss. University of Kansas, 2020.



FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN

PENDIDIKAN BAHASA INGGRIS
english.umm.ac.id | b.inggris@umm.ac.id

LEMBAR HASIL CEK PLAGIASI

Koordinator Plagiasi Program Studi Pendidikan Bahasa Inggris FKIP UMM menyatakan bahwa:

Nama : Akbar Maulana Gibrani

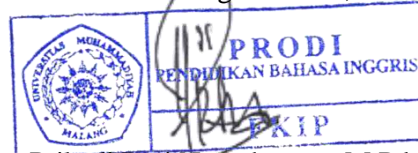
NIM : 202010100311040

Bagian Skripsi (CHAPTER)	Prosentase Hasil Kesamaan
CHAPTER I Introduction	3%
CHAPTER II Review of Related Literature	12%
CHAPTER III Research Method	17%
CHAPTER IV Findings and Discussion	15%
CHAPTER V Conclusion and Suggestions	2%

Berdasarkan prosentase hasil uji kesamaan, dapat disimpulkan bahwa hasil deteksi plagiasi telah memenuhi syarat dan ketentuan yang telah diatur pada Peraturan Rektor No. 2 Tahun 2017.

Malang, 6 September 2024

Koordinator Plagiasi Prodi,



Prihadi Dwi Nurcahyanto, M.Pd

Visi Keilmuan: Menyelenggarakan pendidikan dan pengajaran Bahasa Inggris yang berbasis pada teori pembelajaran constructivism dan intercultural communication

