

CHAPTER V

CONCLUSIONS

5.1 Conclusion

Sean Williams has successfully brought *Star Wars: The Force Unleashed* into novelizations that are still faithful to the original video game. Moreover, the medium specificities presented in the novel are very significant and bring a new whole experience for the audience to enjoy. The combat that was adapted from the in-game combat of the video game, brings a new and deeper perspective to characters involved in terms of emotions, strategy, and actions. However, the novelization suffers a repetition that somehow completely recycled the beginning missions of the video game. Furthermore, the novelization shows a lack of freedom for the audience to experience the work, unlike the original video game where players are given moral choices, which brings a new alternative plot of the story.

Moreover, the novelization still brings excitement for the audience as it is a result of an outstanding innovation where some features presented in the novel do not exist in the video game. Both works also exist as a complement of each other where the players from the video game can also enjoy more content the novel has to offer.

With the medium specificities found in both works, the writer believes that play a significant role in providing a diverse experience to the audiences. With the novel adaptation, it will bring a deeper story and world-building compared to the video game and make the interaction between characters more engaging.

Although the video game may lack the complexity of the story and world-building that the novelization has, the writer believes that both the video game and the novelization can complement the audience with what they seek in a fiction. If they wish to enjoy the story at a grand scale, then the novelization would be appropriate for them. However, should the audience wish to enjoy and to feel the sense of freedom in shaping the outcome of the medium, the video game would definitely be an appropriate medium for them to enjoy.

Thus, the writer believes the importance of medium specificities of *The Force Unleashed*. The novelization and the original video game will bring awareness of the uniqueness of each medium and to educate that that an adaptation is not simply a product of repetition based on the source medium, but it is also an innovation based on the source medium that stands on its own. Therefore, the writer finds both *Star Wars: The Force Unleashed* novelization and the video game can complement each other with the medium specificities they own.

To summarize, the novelization of *Star Wars: The Force Unleashed* by Sean Williams succeeded in bringing the medium from showing and interacting to telling, which resulted in the novel to stand as its own while still being faithful as an adaptation of the video game. *Star Wars: The Force Unleashed* novelization by Sean Williams is an excellent example when it comes to adapting the video game into the novel that readers and especially gamers alike are recommended to enjoy.

5.2 Suggestion

This research has provided the analysis on medium specificities of the novelization of *The Force Unleashed* compared to the original video game and its significance on why we should acknowledge medium specificities both mediums have. However, the writer found that there is no published academic research discussing *The Force Unleashed* as a novelization so far. Thus, as a writer that has an interest in video games and fiction adaptations, it would be interesting to see the adaptation from video games be more recognizable by many scholars especially for the novelization of *The Force Unleashed*.

