

CHAPTER V

CONCLUSION AND SUGGESTION

5.1. Conclusion

In analyzing those two phenomenal literary works, here, the narrative in survival games is helpful due to uncovering the value of life, the existence of time, and realizing the basic life principles. Based on those works, the stories present survival games to explore human awareness that life is precious.

Narrative facilitates the thrills and visualization created in the reader's mind through the unique storyline, pattern, and grooves that are often beyond the reader's expectation. Based on fantasy experience and imaginative writing, survival games fascinate the reader. Survival game accommodates the survival instinct of human being. The motif of survival games in the story is fascinating because the story facilitates the people to get survival experiences that they do not feel in their real life. For that reason, the pattern used by the author concerns touching human emotions, curiosity, survival instinct, pressure, fear, and many others to make us enjoy experiencing these feelings through the story. The narrative pattern creates by the author by using chosen method which supports an imagination or visualization in reader's mind.

Based on the result of this research, the authors narrate the story in different narrator's perspective. In *The Most Dangerous Game*, Connell narrates survival by using the third person point of view. He presents survival with the sensation of fear, moral dilemma, and unpredictable situation that Rainsford finds when the major character realizes the cruelty of hunting (murdering) that makes no sense and violates human nature. It assigns the reader in Rainsford's perspective, allowing them to feel the thrill and tension of his struggle to escape from the trapped island by using strategic planning in a life and death situation. Connell highlights Rainsford's ability to invent, quick thinking of instinct and survival skills as he becomes the hunted. The mental and emotional of Rainsford is revealed, emphasizing his determination to deceive his pursuer and survive the dangerous game. The narration is told from the major character's point of view, written in the third person which allowing the narrator to enter Rainsford's mind, actions and feelings as he faces a life and death crisis.

While, *The Hunger Games*' survival narrative is told from the protagonist's first person point of view. Collins portrays survival as a main topic, describing the violent realities of a dystopian society and the desperate actions must take to stay alive. Collins also underlines the physical difficulties of survival in *The Hunger Games*' arena. Through Katniss' narration, the readers experience her struggles to get food, drink, and shelter.

Furthermore, Collins employs the narrative to criticize Panem's dystopian society and the power of Capitol's control that make survival is not restricted to the arena only, but also includes the daily struggles in each districts. Collins helps the readers to see the districts' poverty, tyranny, and injustice through Katniss' perspective. Overall, Collins' narration in *The Hunger Games* effectively delivers the motif of survival embodied in power and fear.

Both works have their own uniqueness in how they examine survival through suspenseful elements. From my personal perspective, the one who has an exciting narrative is *The Hunger Games*' author, Suzanne Collins. Because she provides *The Hunger Games* in a larger dystopian world with complex and interconnected conflicts that presented from a first person point of view. It introduces me a fascinating story that combined aspects of survival, adventure, family responsibility, sacrifice, and life choices to enrich my mindset in seeing how it's actually works.

Next, I found that *The Most Dangerous Games* is constructed by 18 propositions, while *The Hunger Games* is constructed by 42 propositions. For the sequences, I conclude that the authors of *The Most Dangerous Game* and *The Hunger Games* have the same pattern in delivering survival. It begins a story with the everyday life of each character (X). They do their daily hobbies, but then they are accidentally trapped in a situation that demands them to survive to realize the value of life itself, and win the games. Last, the story ended up with an unpredictable moment because Rainsford and Katniss' characters were transformed to the person they want to destroy.

Furthermore, in analyzing semantic aspect of *The Most Dangerous Game* and *The Hunger Games* I discover power and fear as the main issues in both works. It proves on Zaroff and Capitol's power to control the rules of the games that make the major characters become powerless. In case of fear, I spotted a crucial thing in where the most significant weakness lies in "fear" itself actually covered by the power. Specifically, fear of the rulers (Zaroff and Capitol)

often goes undetected because they are hiding it by "control of power." In *The Most Dangerous Game*, the weakness of Zaroff's power was the moment Zaroff failed to bring down Rainsford's mentality with the terror that he did. Then, the failure trapped Zaroff in the same position as "the hunted." While in *The Hunger Games*, the grandeur of authority reflecting the power of the ruling authorities found an irony that they have an abundance of weaknesses: "Fear of Rebellion" which deliberately covered by "power."

5.2 Suggestion

This thesis explores the narrative pattern of survival games from *The Most Dangerous Game* to *The Hunger Games*. Specifically, it analyses narrative patterns to show those two literary works' propositions, sequences, and semantic aspects. Even though, there is a limitation since the thesis only concerns the text (works) itself. Therefore, it needs the following research focuses on reader response because the response from the reader is crucial. Moreover, this research requires further research on another medium specificity (from novels, comics, movies, and video games).

