

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Examining the novel *Dracula*, the film adaptation of *Bram Stoker's Dracula*, the comic adaptation of *The Complete Dracula*, and the video game *Bram Stoker's Dracula* 16-bit SNES, the narrative transcribed into each medium helps uncover and appreciate each medium's inherent processes and characteristics. The different aesthetic values presented by each medium in engaging their audience provide a unique and extraordinary experience. Additionally, creators who depict different times add a distinct impression when conveying messages through their works. These aspects can be recognized using Linda Hutcheon's adaptation theory, focusing on medium specificity. Medium specificity can reveal the details of what a medium does when transforming a work, especially through a process of repetition but not replication (Hutcheon, 2006).

The film adaptation of *Bram Stoker's Dracula*, directed by Francis Ford Coppola, features a storyline and prominent romantic elements in its work. On the other hand, adding characters and altering time and settings create a fresh atmosphere not found in the novel *Dracula*. Utilizing the narrative and cinematic elements of this film adaptation provides a creative visualization that is difficult for other media to duplicate.

The comic adaptation of *The Complete Dracula* series by Dynamite Entertainment significantly reduces the adapted storyline while remaining faithful

to the plot of the novel *Dracula*. This reduction gives the comic a faster storyline. This is due to inherent elements of the comic medium that combine with words, images, and other comic components, allowing it to condense long narratives into a series of panels. The Drawing is applied to express the idea of the story; words are used to sharpen understanding of sequence images and other components utilized for the storyline direction, show emotion, energize the atmosphere of the story, and more. In addition, there are no significant changes in this comic adaptation besides the storyline and a slightly accelerated time setting compared to the novel *Dracula*. The rich visual elements of this comic adaptation offer a unique experience that other media cannot offer.

Psygnosis *Bram Stoker's Dracula* 16-bit SNES video game follows a linear plot based on the novel *Dracula* but freely allows the player to control and direct the game character. The game design and concept details combine Francis Ford Coppola's film adaptation of *Bram Stoker's Dracula* and game development ideas from the game creator. The innovative character and game space of this video game create a terrifying impression. Additionally, the single-player character Jonathan Harker, who can battle using four types of weapons and six levels to explore provided by the game developers, offers a gameplay experience that is somewhat challenging to control.

5.2 Suggestion

This thesis analyzes the medium specificity presented in the media adaptations, including the movie *Bram Stoker's Dracula*, the comic *The Complete Dracula* series, and the video game *Bram Stoker's Dracula* 16-bit SNES.

Specifically, it examines the narrative changes in the novel *Dracula* that are transcribed into these three media adaptations, resulting in unique aesthetic transformations. Of course, this analysis has limitations as it uses the author's perspective as the analyst. Therefore, scholars can further develop this research by focusing on reader responses since audiences who appreciate and interact with various media undoubtedly offer distinct perspectives.

