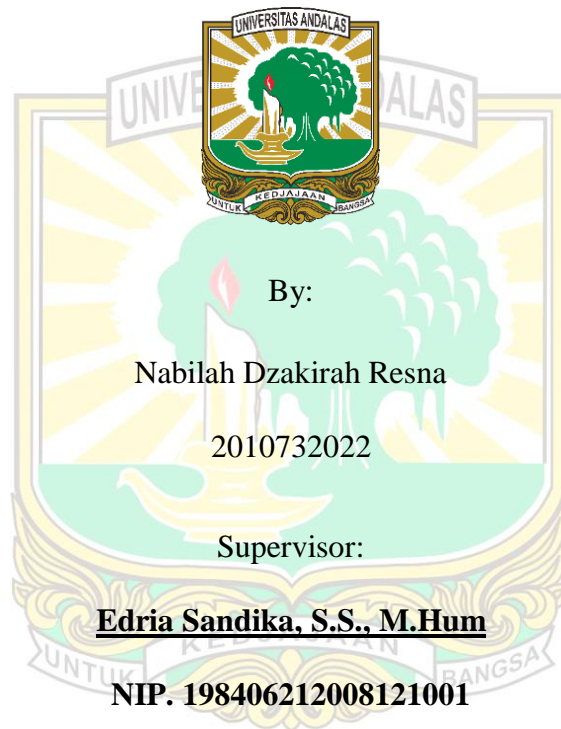


**Narrative Evolution: A Comparative Study of Storytelling in A. Sapkowski's
Novels and "The Witcher 3: Wild Hunt" Video Game**

A Thesis

Submitted for Partial Fulfillment of the Requirements

for the Degree of Sarjana Humaniora



ENGLISH DEPARTMENT – FACULTY OF HUMANITIES

ANDALAS UNIVERSITY

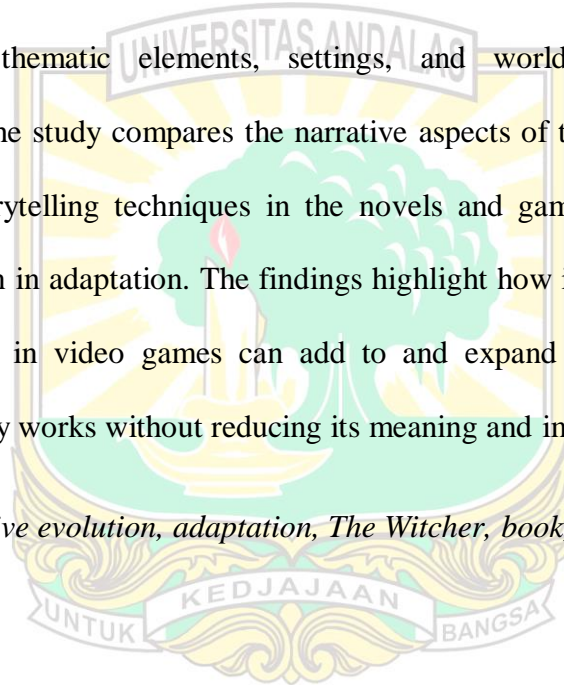
PADANG

2024

ABSTRACT

This thesis studies the narrative evolution between *The Tower of Swallows* and *The Lady of the Lake* novels by Andrzej Sapkowski and their video game adaptation "The Witcher 3: Wild Hunt." The main goal is to understand how the video game's narrative elements align with or diverge from its source text and how this transmedia adaptation impacts the storytelling experience. The study applies fidelity and narrative criticism to uncover the narrative structure, characterization, thematic elements, settings, and world-building between mediums. Then, the study compares the narrative aspects of the two mediums to learn specific storytelling techniques in the novels and game to shed light on narrative evolution in adaptation. The findings highlight how interactive and non-linear storytelling in video games can add to and expand on the established narrative of literary works without reducing its meaning and impact.

Keywords: *narrative evolution, adaptation, The Witcher, book, video game*



ABSTRAK

Tesis ini mempelajari evolusi naratif antara novel *The Tower of Swallows* dan *The Lady of the Lake* karya Andrzej Sapkowski serta adaptasinya, yaitu *video game* “The Witcher 3: Wild Hunt.” Tujuan utamanya adalah untuk memahami mengapa dan bagaimana elemen naratif dari adaptasi *video game* tersebut selaras atau berbeda dari teks sumbernya dan dampak perubahan medium ini terhadap penyampaian cerita. Studi menerapkan kritik *fidelity* atau fidelitas dan kritik naratif atau *narrative criticism* untuk mendalami struktur naratif, penokohan, elemen tematik, latar, dan *worldbuilding* di antara kedua medium tersebut. Kemudian penelitian ini membandingkan aspek naratif dari kedua media tersebut untuk mempelajari teknik penyampaian cerita yang bersifat spesifik pada novel dan *video game* untuk menjelaskan evolusi naratif dalam adaptasi. Temuan dari studi ini menjelaskan bagaimana pengisahan cerita yang interaktif dan non-linier dalam *video game* dapat menambah dan memperluas narasi yang sudah ada dari karya sastra tanpa mengurangi makna dan dampaknya.

Kata kunci: *evolusi naratif, adaptasi, The Witcher, buku, permainan video*