CHAPTER V

CONCLUSION AND SUGGESTION

5.1   Conclusion

In conclusion, this thesis has explored the adaptation of Andrzej Sapkowski's *The Tower of Swallows* and *The Lady of the Lake* novels into the highly acclaimed video game "The Witcher 3: Wild Hunt." Through applying fidelity and narrative criticism, this thesis has comprehensively analyzed how the books' narrative elements compare and contrast with video game ones. The objective was to understand how the changes in these narrative elements impact the narrative evolution and influence the storytelling.

The comparative analysis revealed that while "The Witcher 3: Wild Hunt" diverges from the novels in its narrative structure by adding player agency, it remains faithful to the core narrative elements and characteristics of Sapkowski's works. The game ensures that the character, theme, settings, and narrative portrayals align with the depth and messages that the novels deliver. This fidelity consistency and innovative narrative techniques enhance player engagement and immersion.

This thesis also highlighted the medium-specific challenges and opportunities presented by video game adaptations. The interactive nature of video games allows for dynamic storytelling, where player choices significantly impact the story's direction and outcomes. This interactive and dynamic aspect of the game contrasts with the novels' fixed, albeit non-linear,

narrative structure, offering new ways for players to connect with the story and its characters. However, this interactivity also challenges maintaining narrative coherence and consistency, which the game addresses through solid world-building and in-depth lore.

5.2   Suggestion

Future research on *The Witcher* saga's adaptation and narrative evolution could benefit from approaches that further study the novels, video games, and other adaptations. A suggestion for future research could be an in-depth comparative analysis of the narrative elements used in different adaptations, including the comic books or the Netflix series. This study could provide a broader understanding of how different mediums reinterpret the source material, studying the fidelity to Andrezj Sapkowski's writings, the creative liberties each adaptation takes, and the adaptability of the story and its impact on audience reception.

Another suggestion is to incorporate narrative politics into the study of adapting *The Witcher* books. This approach can provide an understanding of how the storytelling and narrative techniques of *The Witcher* novels and their adaptation shape public opinion, influence their decision-making, and construct political agendas with issues such as gender, race, and class. This approach improves our understanding of *The Witcher* and its adaptations and contributes to studies on the role of narratives in shaping and overcoming societal norms.