

CHAPTER IV

CONCLUSION

4.1 Conclusion

This thesis aimed to explore and also analyzing the metaphorical expressions found in the dialogues of the game “Far Cry 5” using the Conceptual Metaphor Theory (CMT). Through this study, it has become clear that video games with rich in terms of story has become a good choice for expressing metaphorical terms that has purpose not solely for aesthetic functions. The metaphorical expressions inside the game also help players understand the world of the game, its characters, they the issues that is being reflected from the real world.

From the Chapter IV, we can conclude that game “Far Cry 5” accommodates large amount of metaphorical expressions in the characters’ dialogues. Those metaphors are analyzed using Lakoff and Johnson’s type of theory: Ontological, Orientational, and Structural. Each type contributes hugely to the narrative depth of the story. Ontological metaphor that help the readers or players conceptualize abstract ideas which are, soul, truth and emotions to become a tangible objects. Orientational to show emotional or existential state. Structural offer a framework for people to understand particular idea using another idea.

Moreover, this study showing that there are some of metaphorical expression found in game “Far Cry 5” reflects on real life commentaries. The metaphorical expression used to describe terms of war, purity, sin are the example. The constant usage of words by the cult leaders such as “wash away” or “scrub” is potentially due to rhetorical strategy to justifies and legitimize their action. Those word used to doctrine

people that they need to atone their sins so that they can finally reach the salvation. While it is justifying what the cult is going to do to people and justify their acts by using the word "salvation".

This thesis that explore and study the metaphors in game "Far Cry 5" will put significance contribution to field of linguistic and cognitive analysis. Many games today like "Far Cry 5" offer unique platform to put metaphorical expression. Game is different from books or films, the interaction the game has with the player, make the players feel being participating in a metaphorical world.

By using the qualitative descriptive methods to analyze the CMT and apply it to the dialogues found, the author was able to identify and do the mapping of the metaphorical expressions with source and target domains. Thus, this research has been able to reveal the hidden messages that potentially went unnoticed by players who did not really pay attention to the underlying messages and emotions.

4.2 Suggestions

This study focused on the metaphors that found in the dialogues inside the game "Far Cry 5". Future researcher can expand the scope of their study. Future researcher also suggested to do a comparative study between "Far Cry5" and other games that is rich in narratives or even also contains vast amount of metaphorical expressions.

Games like "Far Cry 5" which is rich in any aspects of gaming, offer engaging and easy to access gave easy time to learn metaphor and narrative theory. Video game's dialogues that has metaphorical expressions can be used the educators to teach and illustrates how metaphors works in real time contexts.