

**Identity and Moral Conflicts in Emily Short's *Galatea* and Victor  
Gijbers' *De Baron*: The Study of Interactive Fiction in Discourse Analysis**

**A THESIS**

*Submitted for Partial Fulfillment of the Requirement for*

*The Degree of Sarjana Humaniora*



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2025**

## **ABSTRACT**

This study analyzes two works of interactive fiction, *Galatea* (2000) by Emily Short and *De Baron* (2006) by Victor Gijssbers, to examine how identity and moral conflicts are constructed within interactive narratives. This study employs discourse analysis, particularly focusing on Stuart Hall's concept of identity, as well as the principles of positioning and representation in social discourse. A qualitative method with close reading techniques is applied to both texts to explore how characters construct and negotiate their identities in relation to other characters and social expectations. The results indicate that *Galatea* emphasizes identity issues through a non-linear narrative structure, while *De Baron* highlights moral conflicts shaped by character positioning and social representation within a linear narrative. These findings suggest that interactive fiction can engage with complex issues of identity and morality in ways comparable to conventional literature.

Keywords: Identity, Interactive fiction, Moral conflict, Discourse analysis, Positioning, Representation

## ABSTRAK

Penelitian ini menganalisis dua karya interactive fiction, *Galatea* (2000) karya Emily Short dan *De Baron* (2006) karya Victor Gijbers, untuk mengidentifikasi bagaimana makna dibangun dalam narasi interaktif menggunakan discourse analysis dengan fokus pada identity, positioning, dan representation. Penelitian ini bertujuan untuk menunjukkan bagaimana isu identitas dan konflik moral dibentuk secara intrinsik melalui konsep-konsep tersebut. Metode yang digunakan adalah kualitatif dengan teknik close reading yang diterapkan pada kedua teks. Hasil penelitian menunjukkan bahwa *Galatea* menekankan isu identity melalui struktur naratif non-linear, sedangkan *De Baron* memfokuskan pada moral conflict yang diperkuat melalui positioning dan representation dalam narasi linear. Temuan ini menunjukkan bahwa interactive fiction dapat menyajikan kompleksitas sastra yang setara dengan teks konvensional melalui struktur dan bentuk interaktifnya.

Kata kunci: *Ambiguity, Identity, Interactive fiction, Irony, Moral conflict, Narrative tension, Discourse analysis, Positioning, Representation*