

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

This study focuses on analyzing identity and moral conflict in Emily Short's *Galatea* and Victor Gijbers' *De Baron* through discourse analysis. This study confirms that interactive fiction can be positioned on par with conventional literary works because it is capable of presenting narratives that are rich, complex, and open to critical interpretation. The identities and moralities presented in both texts show that meaning is never fixed, but is always negotiated in the discourse space.

In *Galatea*, the main character's identity is constructed through the tension between her consciousness as an individual and her body as a work of art created by someone else. Her position is constantly torn between being a fully conscious subject and an object that is merely viewed as a statue. Meanwhile, in *De Baron*, the main character's identity is revealed through the paradox of his role as a loving father and perpetrator of violence against his child. Identity in both texts is never final, but rather continuously produced and debated through dialogue, symbols, and open narratives.

The moral conflict in *Galatea* arises from the characters' struggle to gain recognition as independent subjects. The freedom to determine their own destiny actually causes pain when their existence is rejected. In contrast, *De Baron* depicts a moral conflict that lies in the tension between guilt and the search for justification. There is no clear resolution, as the

narrative intentionally maintains moral complexity and ambiguity through symbols, vague dialogue, and repetitive structure.

In general, both texts show that identity and moral conflict are the result of discourse construction that is constantly changing, unstable, and influenced by power relations, memory, and self-perception. Through its interactivity, interactive fiction shows that readers or agents also play a role in shaping meaning. Thus, *Galatea* and *De Baron* not only offer stories, but also literary experiences that open up space for reflection on how humans understand identity and morality in life.

5.2 Suggestion

Further research is expected to expand the study of interactive fiction by utilizing various theoretical approaches, such as feminism, psychoanalysis, or postcolonialism. In this way, other dimensions of digital texts can be revealed, so that it enriches academic perspectives while reinforcing the position of interactive fiction in the field of literary studies.

For the development of literary studies, it is important to make interactive fiction part of serious academic discourse. This form of digital literature opens up new possibilities for understanding identity, morality, and contemporary social issues in ways that differ from traditional literature. The discourse analysis approach can continue to be used to deconstruct how meaning is produced in the relationship between text, reader, and social context.

For readers and educators, interactive fiction can be used as a learning medium that encourages active engagement while training critical thinking skills. Works such as *Galatea* and *De Baron* show that digital narratives are not only a medium of entertainment, but also

a means of reflection that can expand our understanding of identity, morality, and human dynamics in a modern context.

