

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

In conclusion, this research has explored the adaptation of Harry Potter and the Sorcerer's Stone novel into the Gameboy Advance games. By applying adaptation and narrative theory, this research highlights how narrative elements in the novel compare to the Gameboy Advance medium focusing on fundamental differences between literary texts and interactive media. This adaptation brings a whole different experience where usually the writer narrates the story while the reader imagines the events that happened, in this adaptation the player controls the character and explores the game. The Gameboy Advance adaptation also resulted in several structural and thematic changes to accommodate the new medium's affordances and constraints.

The comparative analysis of this thesis also reveals the Gameboy Advance version condenses the character development and misses out many details in the novel. The researcher also observed the adaptation using Todorov's five stages of narrative which resulted in the main exploration of the game occurred in the "attempt to repair" stage.

The influence of gameplay mechanics of the Gameboy Advance version also altered the character development and speeds up the pace with an action-oriented gameplay. The Gameboy Advance version emphasizes the gameplay as a single-player focused on Harry as a main character which reduced

the friendship and teamwork theme in the novel by serving Ron and Hermione as a hint-giver offering a new experience of exploring and solving puzzles in Hogwarts by Harry himself.

5.2 Suggestion

This research has analyzed the narrative transformation in the adaptation novel Harry Potter and the Sorcerer's stone to its Gameboy Advance version. However the researcher found there is no research related to adaptation to the Gameboy Advance version. As a gamer, the researcher hopes to see many adaptation analyses of Gameboy Advance versions more recognizable.

Additionally, this research could also provide better understanding of player psychology using "reader-response" theory, where the player takes full responsibility for Harry's choices which determine the success and the failure.

