

ABSTRAK

Sukmajati, Himawan Tito. 2024. *Analisis Tokoh-tokoh Hero dalam Permainan Mobile Legend: BANG BANG*. Skripsi. Yogyakarta: PBSI, FKIP, Universitas Sanata Dharma.

Penelitian ini menganalisis bentuk karakterisasi tokoh pada 20 cerita pendek dalam *game* Mobile Legend: BANG BANG. Tujuan penelitian ini adalah: (1) mengidentifikasi bentuk karakter tokoh *hero* dalam *game* Mobile Legend: BANG BANG, (2) mengidentifikasi metode yang banyak digunakan pengarang dalam menggambarkan karakter setiap tokoh. Teori yang digunakan dalam penelitian ini yakni teori metode karakterisasi telaah fiksi oleh Albertine Minderop.

Penelitian ini menggunakan penelitian deskriptif kualitatif dengan sumber data berupa 20 cerita pendek dalam *game* Mobile Legend: BANG BANG. Data dalam penelitian ini berupa kata, frasa, klausa dan kalimat yang melukiskan perwatakan tokoh. Teknik pengumpulan data yang digunakan adalah teknik studi pustaka, dan analisis data dilakukan dengan analisis naratif.

Hasil penelitian menunjukkan bahwa bentuk karakterisasi tokoh pada *hero-hero* Mobile Legend: BANG BANG digambarkan melalui metode karakterisasi langsung (*telling*), metode tidak langsung (*showing*) dan metode karakterisasi melalui gaya bahasa. Berdasarkan bentuk karakterisasi tersebut, dapat terlihat karakter setiap tokoh seperti: (1) Tokoh Balmond yang digambarkan melalui metode langsung dikenal sebagai tokoh kuat dan pantang menyerah demi melawan perbudakan. (2) Tokoh Eudora yang digambarkan melalui metode langsung dan metode tidak langsung memiliki watak baik walaupun sedari kecil ia selalu diejek oleh orang-orang sehingga tidak memiliki teman. (3) Tokoh Bane yang digambarkan dengan metode langsung dikenal sebagai bajak laut yang kejam, suka membunuh, serakah, dan bersifat licik. (4) Tokoh Hayabusa yang digambarkan melalui metode langsung dikenal sebagai ninja yang kuat, berbakat, dan penuh semangat dalam berlatih, dan (5) tokoh Karina yang digambarkan melalui metode langsung dan metode melalui gaya bahasa merupakan tokoh yang mengalami ketakutan, kebingungan, dan kesedihan akibat adiknya berubah menjadi jahat akibat pengaruh dari Shadow Abyss.

Kata kunci: perwatakan tokoh, cerita pendek, metode karakterisasi telaah fiksi

ABSTRACT

Sukmajati, Himawan Tito. 2024. *The Analysis of Heros in The Mobile Legend: BANG BANG*. Thesis. Yogyakarta: Indonesian Language and Literature Education, Faculty of Teacher Training and Education, Universitas Sanata Dharma.

This research analyzes the form of character characterization in 20 short stories in the game Mobile Legend: BANG BANG. The objectives of this research are: (1) to identify the character forms of the hero characters in the game Mobile Legend: BANG BANG, (2) to identify the methods that are often used by authors to describe the characters of each character. The theory used in this research is the theory of the fictional study characterization method by Albertine Minderop.

This research uses qualitative descriptive research with data sources in the form of 20 short stories in the game Mobile Legend: BANG BANG. The data in this research is in the form of words, phrases, clauses and sentences that describe the characters' characters. The data collection technique used was a literature study technique, and data analysis was carried out using narrative analysis.

The results of the research show that the form of character characterization in the heroes of Mobile Legend: BANG BANG is described through the direct characterization method (telling), the indirect method (showing) and the characterization method through language style. Based on this form of characterization, the character of each character can be seen, such as: (1) The character Balmond, who is depicted using the direct method, is known as a strong figure who never gives up in order to fight against slavery. (2) The character Eudora, who is depicted through the direct method and indirect method, has a good character, even though she has always been teased by people since she was little, so she has no friends. (3) The character Bane, who is depicted using a direct method, is known as a cruel, murderous, greedy and cunning pirate. (4) The character Hayabusa who is depicted using the direct method is known as a ninja who is strong, talented, and full of enthusiasm for training, and (5) the character Karina who is depicted using the direct method and the method using language style is a character who experiences fear, confusion, and sadness. as a result of his younger brother turning evil due to the influence of the Shadow Abyss.

Keywords: character, short story, Fiction stud characterization method