

ABSTRACT

PUTRI, LOUISA LABROY WELSIANTI. (2026). **A Narratological Characterization Analysis of Furina from the Game *Genshin Impact* by HoYoverse**. Yogyakarta: Department of English Letters, Faculty of Letters, Universitas Sanata Dharma.

This study analyzes the characterization of Furina, a fictional character born within the game *Genshin Impact*. A game where players traverse through an open world from a traveler's eyes, experience stories, collect story-related characters, and engage in unique combat with the characters they own. At the start of the story, Furina was portrayed as a dramatic goddess whose judgement was unreliable. However, as the story progressed, she was able to overcome her challenge and become a trusted leader loved by her people.

The objective of this study is to identify Furina's characteristics within the storyline, and analyze the ways in which those characteristics are reflected upon within her playable character form. To identify these characteristics, this study uses a qualitative research method and a narratological approach. The primary source of data is taken from the Fontaine story quest, Furina's character quest & Furina's character model within *Genshin Impact*, while secondary sources include books, journals articles, and previous studies that relate to characterization and focalization. This study applies Vandewalle et al's theory on characterization & Gérard Genette's theory of focalization to identify how focalization influences characterization.

The findings reveal that within the Fontaine story quest, Furina is mostly characterized as a dominant, dramatic, yet questionable god. Then as the story progresses revealing her status as a false goddess, her characterization switches. Within her personal character quest, she is characterized as a reliable, loveable, and empathetic leader. These characteristics were later found in her playable character design through aspects such as film arts, statistics and audio.

Keywords: *characterization, focalization, game*

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Penelitian ini membahas karakterisasi Furina, seorang karakter fiksional dalam dunia gim *Genshin Impact*. Gim dimana pemain berpetualang di dunia terbuka melalui mata seorang pengembara, mengalami berbagai cerita, mengumpulkan karakter yang terkait dengan cerita, dan bertarung dengan mekanisme unik dengan karakter yang mereka miliki.

Tujuan penelitian ini adalah untuk mengidentifikasi karakteristik Furina dalam alur cerita, dan menganalisis cara-cara bagaimana karakteristik tersebut tercerminkan dalam desain Furina sebagai karakter gim. Untuk mengidentifikasikan karakteristik, penelitian ini menggunakan metode penelitian kualitatif dan pendekatan naratologi. Sumber data utama diambil dari *story quest* Fontaine, *story quest* karakter milik Furina, dan desain karakter gim Furina dalam *Genshin Impact*. Sementara sumber data sekunder meliputi buku, artikel jurnal, dan penelitian terdahulu yang berkaitan dengan karakterisasi dan focalisasi. Analisis dilakukan dengan menerapkan teori karakterisasi oleh Vandewalle et al serta teori focalisasi oleh Gérard Genette untuk memahami bagaimana focalisasi dapat berdampak pada karakterisasi.

Hasil penelitian menemukan bahwa dalam sebagian besar *story quest* Fontaine, Furina dikarakterisasikan sebagai seorang dewa yang dominan, dramatis, namun memiliki sifat yang dipertanyakan. Kemudian, seiring cerita berlangsung, membongkar statusnya sebagai dewa palsu, karakterisasi Furina berubah. Dalam *story quest* Furina sendiri, Furina dikarakterisasikan sebagai sebagai seorang pemimpin yang terpercaya, dicintai, dan empatik. Karakteristik ini kemudian ditemukan di dalam desain Furina sebagai karakter gim melalui aspek seperti seni film, statistika, dan audio.

Kata kunci: *characterization, focalization, game*