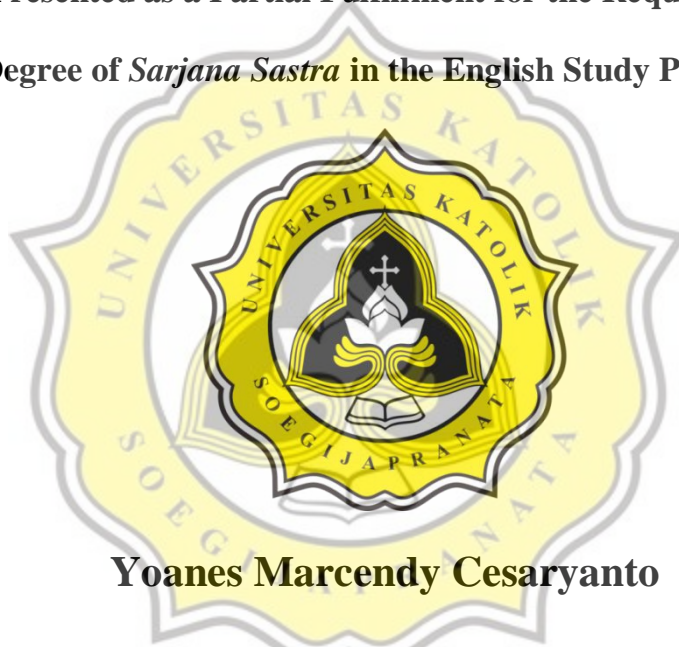


**THE RELATIONSHIP OF PLAYER TO THEIR AVATAR
IN *FALLOUT 3* RPG GAME: THE DIFFERENCES
BETWEEN MALE AND FEMALE PLAYER ON
CHARACTER CREATION**

**A Thesis Presented as a Partial Fulfillment for the Requirements for the
Degree of *Sarjana Sastra* in the English Study Program**



Yoanes Marcendy Cesaryanto

18.J1.0039

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FACULTY OF LANGUAGE AND ARTS
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Thanks to Jesus Christ for giving me opportunity and strength to finish my study. Finally, I can finish this thesis entitled “The Player and Their Avatar in Fallout 3 RPG Game: The Differences between Male and Female on Character Creation” in due time. The purpose of writing this thesis is to fulfill the final assignment for *Sarjana Sastra* Degree in English Department program Soegijapranata Catholic University.

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Finally, the writer realizes that this thesis is far from being perfect, the writer invokes constructive criticism and suggestions useful for me.



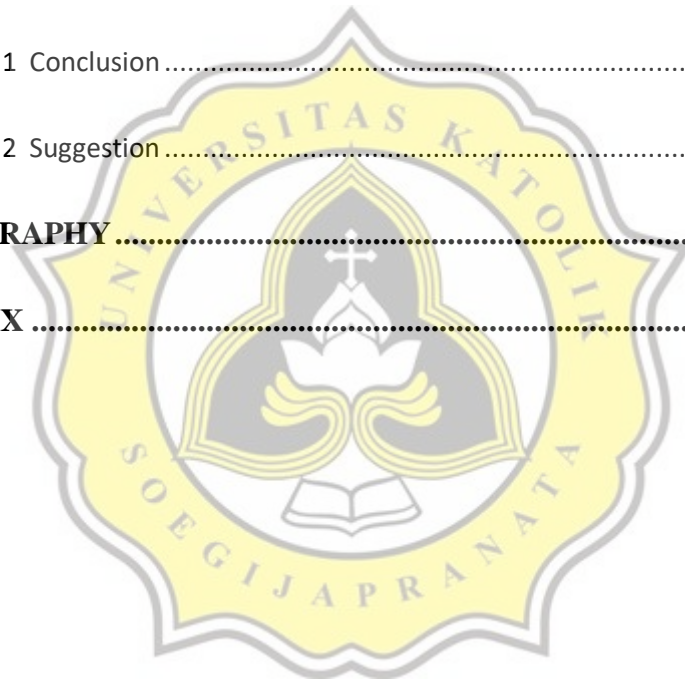
Yoanes Marcendy Cesaryanto

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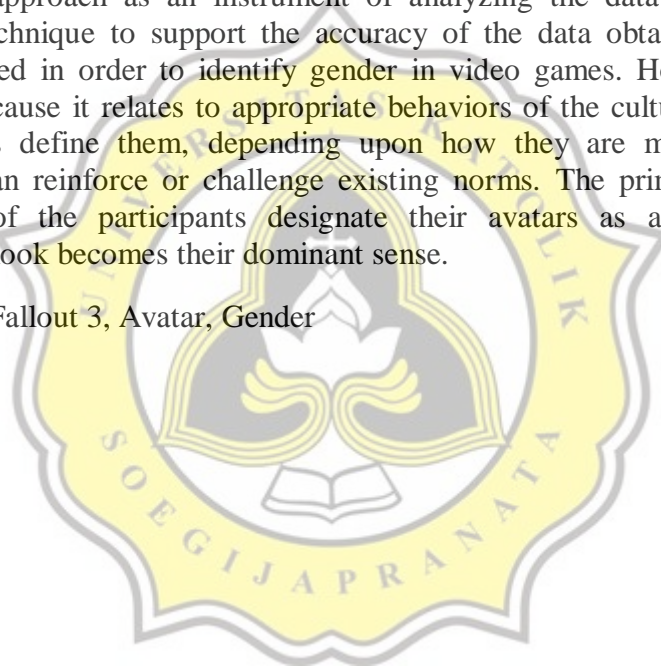
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ABSTRACT

Fallout 3 is one of well-known open-world RPG game for the community. Besides the popularity, this video game offers a lot of entertaining aspects to enhance players' in-game experience, one of the most salient elements are the customization of the avatar. Avatar is the representation of the players' in such a virtual world. I believe that either male or female has its own taste and reason to create her/his unique avatar. How deep the progress will be discussed through this research and supposed to be generated two particular objectives as follows; find out the reasons of each player and figure out the differences occur among female and male player through the process in creating avatar based on the gender perspective. In order to accomplish the objectives of this study, the writer uses a qualitative approach as an instrument of analyzing the data and convenience sampling technique to support the accuracy of the data obtained. Gender role theory is used in order to identify gender in video games. However, gender is dynamic because it relates to appropriate behaviors of the culture and the power relationships define them, depending upon how they are manifested, gender dynamics can reinforce or challenge existing norms. The primary result shows that most of the participants designate their avatars as a result of visual appearance/look becomes their dominant sense.

Keywords: *Fallout 3*, Avatar, Gender



ABSTRAK

Fallout 3 merupakan salah satu game RPG open-world yang cukup dikenal masyarakat. Selain popularitas, video game ini menawarkan banyak aspek yang menghibur untuk meningkatkan pengalaman bermain pemain, salah satu elemen yang paling menonjol adalah kustomisasi avatar. Avatar adalah representasi para pemain dalam sebuah dunia maya. Saya percaya bahwa baik pria maupun wanita memiliki selera dan alasan tersendiri untuk membuat avatar uniknya. Sejauh mana kemajuan yang akan dibahas melalui penelitian ini dan diharapkan akan dihasilkan 2 tujuan tertentu sebagai berikut; mencari tahu alasan masing-masing pemain dan mencari tahu perbedaan yang terjadi antara pemain wanita dan pria melalui proses pembuatan avatar berdasarkan perspektif gender. Untuk mencapai tujuan dari penelitian ini, penulis menggunakan pendekatan kualitatif sebagai instrumen analisis data dan teknik convenience sampling untuk mendukung keakuratan data yang diperoleh. Teori peran gender digunakan untuk mengidentifikasi gender dalam video game. Namun, gender itu dinamis karena berhubungan dengan perilaku budaya yang sesuai dan seberapa kuat peran tersebut mendefinisikannya, bergantung pada bagaimana mereka dimanifestasikan, dinamika gender dapat memperkuat atau menantang norma yang ada. Hasil primer menunjukkan bahwa sebagian besar peserta menetapkan avatarnya karena penampilan / penampilan visual menjadi alasan dominan mereka menentukan avatar.

Kata kunci: *Fallout 3*, Avatar, Gender