CHAPTER 4

DATA ANALYSIS

In chapter four, the writer analyzes the data collected. The material of this research is the role-playing in a video game named *Fallout 3*. The writer analyzed the important moment of the player creating their avatar with two objectives: to find out what actions are done by the players for choosing their avatar idealization and the differences between male and female players in creating their avatar. Those actions were analyzed based on Young (2018) in her thesis entitled "*A Gender Role Theory Examination of the Relationship between Gender Identity and Video Game Players' Avatar Choices*".

The character creation of the role-playing video game *Fallout 3* is taken as the main important materials of this study. It aims to demonstrate how the player presents their own idealization in the virtual world, in the form of an avatar. In many role-playing based games, only one playable avatar can be played in a single virtual world. It means that the players can only control their own avatar.

Every single player in the video game, especially in an RPG, players have their own style of an avatar. Regardless of their genders, male or female, the players have rights to select the avatar's role, race, gender, job, abilities and visual appearances based on their own perception of gaming. So, the writer believes that there must be a reason behind why the player selects certain categories to create the visual representation of character in a virtual world. The writer also believes

that there must be a reason behind the action of the player in selecting the avatar. The most relatable factor, in the writer's opinion, must have a relation with the gender roles. The roles influence the customization of the avatar by male and female players.

4.1. *Fallout 3* Games

Two distinct categories of play: *ludus* and *paidia*. Ludus is rule based play, which has clear objectives and win or lose situations. Paidia, on the other hand, is an open-ended and improvised type of play. Games like *Fallout 3* allow the player to experience both types of play simultaneously as was found (Dovey & Kennedy, 2006 as cited in Caillois, 2008)

Aarseth (2003) suggests that one should study video games under three headlines: gameplay, game-structure and game-world. Although there are numerous attributes of a video game and various characteristics, it is possible to include them in these three general elements. However, this tripartite aspect does not constitute a game model, rather it ramifies the characteristics of a video game that are already defined by a model.

Fallout 3, released in late October 2008 in the USA by Bethesda Game Studios, was the long-awaited sequel for the *Fallout* and *Fallout 2* titles that were released in 1997 and 1998 respectively. It is inherently superior to the first two titles, by the means of audio-visual aspects and a much more powerful game engine that is capable of generating a bigger game-world and a variable state of gameplay. Yet it is somehow criticized by some of the gamers and the fans of the previous games.

Fallout 3 takes place during the 22nd and 23rd centuries on a fictional post-apocalyptic world that has been destroyed by a nuclear world war. Its audio-visual style and narrative elements could be described as retro futuristic; although the plot takes place in the future, the design of the objects borrows elements from the past. The blend of past and future elements is particularly due to the fictional timeline in the game that is breaking off somewhere during the 1950s and witnessing a different technological advancement in the world. The game borrows heavily from works of fiction that were written after World War II and then peaked during the Cold War (particularly during the paranoia that emerged from the 1962 Cuban missile crisis). The game has a certain post-apocalyptic theme that is in accordance with what was imagined by the people of that period. Hence, like those works of fiction, the world of *Fallout* is designed to visualize a "world of tomorrow" as imagined by the people of the 1950s.

Figure 4.1
Box art for *Fallout 3*

Fallout 3 features a lot of customization on genders, skills and the attributes on its avatar. This manipulation forces the interviewees to consider a

human-like physique. The game allows the player to take a role freely as long as the story progress, to explore open worlds while fighting enemies such as human, orcs, humanoid, zombies, giant spiders, and barbarians, etc., to find treasure, and to complete the game's objective (Novak, 2008). The appearance of the avatar is based on both race and gender; the abilities the avatar starts off with are based on the job class the player selects (DiGiuseppe & Nardi, 2007).

Figure 4.2
Fallout 3 Male and Female Avatar

Similar to other RPGs and MMOs, *Fallout 3* allows players to choose an avatar that becomes their identity throughout the game. First, the players choose the avatar's gender, races, physique, facial features, hairstyle, hair color, and name. Second, the players have the option to customize their avatars. Alterations to the avatar's forehead, eyebrows, eyes, nose, cheeks, mouth, jaw, and hair color are the most basic detailed customizations. Players can go back to the avatar's physique and face in order to make sure that the avatar looks like the "self" they want to represent. For example, the face can be altered to have more masculine

(rougher) features, or more feminine (softer) features, regardless of the gender of the avatar.

Figure 4.3.
Fallout Avatar Customization Options

In addition, Juul (2005) allocates the game titles under two basic game structures, *emergence* and *progression*. Emergence games are traditionally the dominant form of the games whereas the progression games are historically a much more recent development. In emergence games a small number of "rules" combine to provide variation in the gameplay, thus, resulting in great replay ability for certain games. It gives basic rules and limits the player in some aspects, while providing him the grounds to create and execute his own strategies that are not predefined by the game designer. Juul (2005) also suggests that there are games which combine elements from both of these previously defined game structures. Some RPGs, and in this case *Fallout 3*, is an emergence game with progression components, where the basic/core game structure is emergent but there is also a main quest which can be described as sequenced, and progresses whenever the player wishes to exert oneself.

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For this study, it is essential that the interviewees design a human avatar. Fallout 3 limits its avatar customizations to humans and orcs only. This difference is the reason *Fallout 3* is chosen. For this study, it is required that the interviewees design a human avatar in order to address the goals of the current study that is exploring the relationship between avatar and [human] player identity. The solution is to select a video game that limits avatar customizations to humans only.

In Fallout 3, the visual elements such as the visual of the game world, are not the only components that are borrowed or based upon a retro futuristic style.

Figure 4.4

An Illustration of game-world (Capital Wasteland) in   *Fallout   3*

There is a pirate radio in the game called Galaxy News Radio where the player can tune in using the PIPBoy; it has a DJ playing 40s and 50s songs. Besides being a representative of the audio-visual style of the game *Fallout 3*, this DJ, Three Dog, is an essential part of the gameplay. He is a Non-Playable Character (NPC) that is included in the main quest and furthermore he

continuously comments on the players' actions during the radio broadcast and vocally marks the Player Character (PC) with titles appropriate to his/her actions.

4.2. The characteristics of the *Fallout 3* Players

The characteristics of the *Fallout 3* players are done by showing the background information of the players. This information is needed to get a better understanding of the interviewees. The information presented is related to gender, age, occupation, educational background, and the length of time in playing *Fallout 3*. All interviewees were well-experienced *Fallout 3* players. Each player devoted much time and resources to play. The interviewees consisted of three females and three males.

This is a qualitative study which uses convenience samples as a sampling method. Creswell (2014) explains this method as a sampling method "in which respondents are chosen based on their convenience and availability". The male interviewees were the college students from Sebelas Maret University in Surakarta. The female interviewees were a gamer whom the writer knows since in his junior high school in Semarang and the players the writers met in the community. The respondents represent different majors, different ages, different experiences with video games, etc.

4.2.1 Background Information of the Interviewees

A. Gender

One of the important roles in this study is the gender of the player who plays *Fallout 3*. Both males and females took part in this study to figure out the

most fundamental reason of how and why they are creating their visualization as an avatar on the virtual world in *Fallout 3* game.

B. Age

Table 4.1 shows the respondents being interviewed for this study are started from 20 years old to 27 years old. Not all of the interviewees have the same experience in playing *Fallout 3*. The writer figures out that age does not always relate to the length of experience the players or the respondents play *Fallout 3*. For example, the oldest male only has the experience of playing *Fallout 3* about a year, while the youngest one has about 2-year experience of playing *Fallout.* Interestingly, the female's interviewees present different data with the oldest one having the more experience in playing *Fallout 3*. Considering the age and the length of their experience in playing *Fallout 3*, most of the interviewees began to play Fallout 3 when they were in their early twenties.

C. Occupation

The information about the occupation in table 4.1 shows that the interviewees' occupation varies; some of them are students and the rest have already graduated, and might have their own income. The 27-year-old male is a self-employed man who manages a boarding house and the 26-year-old male is a freelance worker who does charcoal and graphite art. The last male is a student of Master's degree majoring in IT. For the female interviewees, the writer finds out that two of them are college students, and the oldest one is a self-employed student who works as a content creator. The interviewees' variety of occupation does not show any unique pattern. Later in the discussion, the writer was unable to

conclude whether the occupation influences the choices of the avatar, or not. However, one particular interviewee, who works as a content creator, is definitely having more opportunities to try out various kinds of avatars.

D. Educational Background

Four of the respondents have already finished their university study, but they have different degrees. The rest are still going through a period of becoming university students. Two of male interviewees have associate degrees (*diploma*) from one of the best universities in Surakarta. One other male interviewee who had finished his bachelor degree continued to pursue the study in Yogyakarta to achieve the higher degree. The oldest female interviewee graduated with a bachelor degree majoring in literature, and the rest are the university students in Salatiga, majoring the study in psychology and information engineering.

E. Length of Time Playing *Fallout 3*

The table provides the information that the interviewees' experience of playing *Fallout 3* varies. Almost all of the interviewees had played *Fallout 3* over a year. The longest experience playing this game is about 7 years and still on the progress until now. Only one interviewee who happens to be the oldest male player plays *Fallout 3* about a year. They usually play about 2-3 hours a day with one exception, the interviewee 6, who is a content creator. Interviewee 6 does more of playing games and making content for her channel. They do play *Fallout 3* in their free time while studying or working even in her/his workplace. The following are the detailed data of the interviewees.

Table 4.1
Data of the interviewees

Interviewees	Gender	Age	Occupation	Educational background	The length of playing *Fallout 3*
1	Male	27	Self-employed	Diploma in Literature	1 years
2	Male	26	Freelance	Diploma in Literature	6 years
3	Male	24	University Student	Bachelor in IT	2 years
4	Female	20	University Student	Senior High School	5 years
5	Female	26	Self-employed	Bachelor in Literature	7 years
6	Female	22	University Student	Senior High School	2 years

Source: Interviews on the *Fallout 3* players

4.2.2. Avatar Creation and Choices

Based on the interviews the writer found the data on what the interviewees' choice of avatar. In *Fallout 3*, the creation and development of a character is under the player's control. The decisions made by the players in the game, especially at character creation and at level-ups, as well as the gameplay choices made during the game, contribute to the specific character built.

A. Gender

The choices of gender in *Fallout 3* chosen by the interviewees are various, they have specific reasons in selecting their choice of gender. The first

interviewee (P1) stated that he usually selects male avatars, the same as his gender.

> *Biasanya saya memilih karakter pria dalam bermain RPG, saya tidak punya alasan khusus untuk memilihnya, yang saya perhatikan adalah ketika menggunakan pria semua akan terlihat lebih realistis dengan game yang sedang saya mainkan".* [Usually I choose a male avatar to play an RPG game. I do not have any specific reason to choose the gender. What I pay attention to is that when I use a male avatar, the game I am playing looks more realistic.] (P1, interviewed on January 31, 2021).

The second interviewee has his own taste of selecting the gender of the avatar, in that he always chooses a female avatar. Below is the result of the interview to P2.

> *Serasa menjadi seseorang yang berbeda dan baru saat memilih lawan jenis karakter di setiap rpg yang saya mainkan dan juga karakter wanita lebih menyediakan banyak pilihan di dalam game.* [It feels like I am becoming a different and new personality when I choose a female avatar in almost every RPG game I play. Female avatar also usually presents diverse optional customization in the game (rather than that of a male avatar).] (P2, interviewed on January 31, 2021).

Different from the previous two males' players, the third interviewee does not give a specific reason for selecting the gender of the avatar. What he cares more about is the race of the avatar. Basically, he randomly chooses the gender of the avatar. His opinion is similar to the statement found that the players might

gender swap just for fun or for reasons unrelated to identity (Song & Jung, 2015) (P3, interviewed on January 31, 2021).

Meanwhile, the female group tends to choose a male character. P4/ interviewee 4 stated that male avatar represents the masculinity of the male character, *"jelas saya memilih laki-laki karena lebih gagah karena saya seorang wanita"* [Of course I choose a male avatar because it is more masculine considering that I am a woman.] (P4, interviewed on February 1, 2021). P 4's opinion is added by interviewee 6 who stated *"di semua avatar yang saya buat saya lebih memilih membuat karakter laki-laki karena melambangkan kejantanan."* [In every avatar I've made, I tend to make a male avatar because it represents masculinity]. Similar with P4, the masculinity of an avatar becomes a focus to make the male avatar in *Fallout 3.* (P6, interviewed on February 1, 2021).

As a content creator, P5 has the longest experience in playing *Fallout 3,* and she has already tried out a lot of character creation. During the interview, she said that she chose a male avatar as her favorite. She specifically stated that she liked big guys with big power. She focused on the strong visual representation.

> *Saya telah memakai berbagai macam karakter di Fallout 3, namun pada dasarnya saya sangat suka dengan karakter laki laki, disamping saya seorang perempuan laki laki lebih menggambarkan kekuatan dalam pembuatan karakter"* [I have used a lot of characters in *Fallout 3*, instead of using female character, I basically love male character that represent strong visualization] (P5, interviewed on February 1, 2021).

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In general, male avatars become the most chosen avatars in *Fallout 3* performed by the interviewees. Most of them choose the gender of the avatar based on their own idealization and experience of playing RPG. The interviewees' opinions are the same as Mou & Peng (2009) opinion that in video games, male characters appear more frequently when compared to female characters is familiarity with the topic. Surprisingly, two out of three males prefer to choose female gender avatar to progress their game in *Fallout 3*. This is related to Huh and Williams (2010) stated that players may gender swap because they want to perform their portrayals of the opposite gender in the virtual world is having similarity with the topic. The interviews reveal that the females' interviewees tend to select male customization of avatar instead of female avatar. The finding is in line with Hussain and Griffiths (2008) who found that female players may gender swap. However, while Hussain and Griffiths (2008)'s respondents' reason for gender swap is to avoid sexual harassment and solicitation by male players, the writer's interviewees chose male avatars because the avatars represent masculinity and have strong visual representation.

Based on the results of the interviews above, the writer concludes that although the players' free choice of gender can be interpreted as the players forming their own idealization of an avatar that is uniquely part of their personality, however, the avatars are often created based on gender stereotypes. (Martey et al., 2014, p. 286) stated that players' avatars "could represent some aspect or the whole of one's identity, or be a completely alternative self."

Figure 4.5.
Figure of Male gender Choices in *Fallout 3*

Figure 4.6
Figure of Female gender Choices in *Fallout 3*

B. Race

In this part, the interviewees take fundamental choices of the races in *Fallout 3*. There are four choices of races in *Fallout 3*. They are African American, Asian, Caucasian, and the last one is Hispanic. In order to figure out the reasons for the interviewees' choices of races, interviews have been done by

the writer to find out the players' reasons for choosing the race of their avatars.

The results of the interviews are demonstrated in the table below.

Table 4.2
Data of Interviews

interviewees	Choices of Races	Reasons
1	African American	*Karena saya suka dengan hal baru dan bukan merupakan orang yang rasis saya lebih senang untuk memilih ras yang bukan ras saya.*
2	Asian	*Sederhana karena warna kulit orang asia adalah warna kulit yang sempurna.*
3	Caucasian	*Tidak begitu penting bagi saya mengenai ras yang akan dipilih saya lebih mengutamakan alur cerita yang akan saya mainkan.*
4	Asian	*Sederhana saja karena saya merupakan orang asia.*
5	Asian	*Tidak terlalu saya pikirkan.*
6	Asian	*Saya senang dengan ras asia jadi saya pilih asia.*

Source: Interviews on the *Fallout 3* players

Based on the table above, the writer figures out on how the interviewees choose their race. P1 stated that he is not a racist so that he chooses African American race to create something new, different from other people (P1, interviewed on January 31, 2021). Meanwhile, P2's statement is a little bit unique. He said that he chose the Asian race simply because the skin tone of the Asian people is the ideal one (P2, interviewed on January 31, 2021). The last male interviewee, P3, either that race is an important thing, the most salient one is the plot on how we progress the game itself (P3, interviewed on January 31, 2021). Therefore, he said that he chose to become a Caucasian.

The females' choice of race is a little bit different from the males. While the males' choices vary, the females choose the same race, which is Asian (P4, P5 & P6, interviewed on February 1, 2021). The writer found out that female interviewees simply select Asian because they are Asian. Here, it can be said that the male players are more adventurous in choosing the race, while the female players are simpler.

Figure 4.7.
Figure of Race Option in *Fallout 3*

The Figures above show the multiple options of the races in *Fallout 3* that each player can choose in the game. The choice of race based on their interests.

C. Face and Hair

First, the writer interviewed P1/interviewee 1 on how he creates his avatar. In his case, he chooses to be an African American character as his avatar (Figure 4.7.).

Membuat karakter adalah hal paling penting dalam setiap RPG karena avatar akan merepresentasikan kita didalam game ini. Setiap pemain mempunyai keinginannya sendiri dalam pembuatan karakter sama halnya dengan saya yang memilih karakter African American untuk membuatnya sedikit sentuhan berbeda, mengapa saya membuatnya seperti ini karena model wajah seperti ini jarang ditemukan dalam setiap avatar yang terdapat dalam RPG game, membuatnya botak/gundul dengan warna kulit yang gelap memberikan kesan gahar pada avatar saya. [The creation of an avatar is an important thing in every RPG game because it will represent the player in the game. Every single player has their own dream on how they create an avatar. It is similar to me who create an African American male character. In order to put unique touch, I make it bald and dark skinned, which will leave a menacing impression to those who look at it]. (P1, interviewed on January 31, 2021).

Figure 4.8.
Figure of P1 Choices Face and Hair

The next one is interviewee 2/P2. Figure 4.9. shows the face of the figure created by interviewee 2. This particular male player stated that he usually created female avatar in the game.

Tidak banyak yang bisa saya ucapkan, karna saya sungguh tertarik dengan wanita asia jadi saya selalu menggunakan avatar wanita dengan kulit bersih dan rambut bergelombang untuk membuatnya terlihat mempesona di dalam game yang saya mainkan, terebih agu kustomisasi pada wanita lebih beragam" [There is not much I can say about this character creation. As I said before I prefer to use female avatar in every game I play. The same in *Fallout 3*. I make it into fair skin Asian figure with a touch of wavy hair to make it outstanding in the game I play. Furthermore, female avatar provides more various customization]. (P2, interviewed on January 31, 2021).

Figure 4.9.
Figure of P2 Choices Face and Hair

Third interviewees contribute to this study by making his avatar into a Caucasian female. According to Gamefaqs (2011) the race a lot of people choose

is Caucasian, the topic is in line with Interviewee 3/P3 statement which Caucasian provided nice looks in *Fallout 3*.

Dari ke empat ras yang di sediakan dalam game Fallout 3 Caucasian menjanjikan tampilan yang elegan dan cantik dengan banyak pilihan rambut dan kustomisasi pada wajah, jadi saya memutuskan untuk menggunakan Caucasian dengan rambut yang lurus berwarna coklat untuk membuat avatar saya terlihat cantik." [Out of four races provided in this game, Caucasian custom offers elegant and beautiful features with many choices of hair and face customization. Therefore, I decided to use a brunette straight-haired Caucasian to make my avatar look beautiful]. (P3, interviewed on January 31, 2021).

Figure 4.10.
Figure of P3 Choices Face and Hair

Begins with the male's choices, this part will be the result of the avatar creation of the first female in this study. Based on the data the writer gets from the interview with P4/ interviewee 4, she creates an Asian male model. Figure 4.11

shows us the avatar P4 built as she made it into a fair male model. She said that the avatar was supposed to look like an Asian guy.

Membuat avatar asia yang tampan adalah tujuan utama saya, jadi sebisa mungkin avatar saya menjadi avatar apa yang saya inginkan. Jadi saya membuatnya dengan potongan rambut undercut dengan rambut berwarna hitam lalu memberinya warna kulit yang putih seperti orang asia pada umumnya." [Creating a handsome Asian avatar is my main goal. So, as far as it is possible, I become the avatar I desire. So, I made it having an undercut black hair, and then make it having a fair skin like any ordinary Asian]. (P4, interviewed on February 1, 2021).
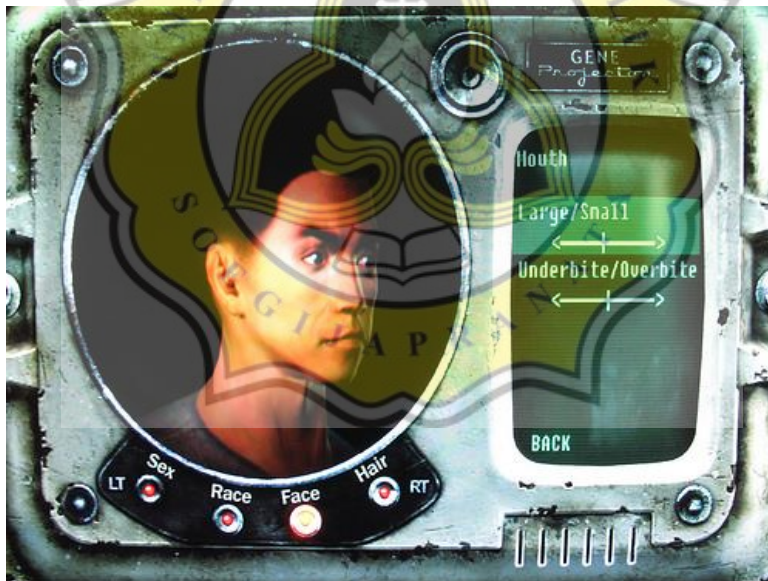

Figure 4.13
Figure of P4 Choices Face and Hair

The next female interviewee is P5. She is a content creator, streamer and gamer. Based on my interview on February 1, 2021, she is also a gamer that spent a lot of time playing game. Similar to her experience of playing game, she spent most of the time experiencing *Fallout 3*. From the launching of *Fallout 3* around

2010, she bought the original game and played it on the PlayStation 3 console. No doubt, she is expert in playing *Fallout 3*. Based on all characters created in this study, P5 show uniqueness in making her own avatar. Figure 4.14 shows the uniqueness of her avatar. She stated:

Saya membuat avatar saya sedikit berbeda dengan menggabungkan beberapa aspek agar avatar saya terlihat kuat dan unik. Walaupun saya membuatnya dengan basis ras asia namun jika dipandang akan terlihat tidak seperti orang asia karena aku mewarnai rambutnya dengan warna hijau dan membuat wajahnya tampak seperti barbarian di gabungkan dengan warna kulit pucat pasi dan jenggot berwana hijau juga" [I build my avatar uniquely with a combination of some aspects. Even though my basic race is an Asian guy I colored his face and body with pale white in order to make it looks like a Barbarian mix with green color hair and green color beard.] (P5, interviewed on February 1, 2021).

Figure 4.13
Figure of P5 Choices Face and Hair

The last female interviewee' P6 contributes in this study makes her avatar into cool looks like Asian guy. The Figure 4.14 shows on her avatar creation.

Sudah selayaknya cowok asia terlihat maskulin dan bersih, itulah apa yang ada di benak saya saat menciptakan avatar ini, maka dari itu saya membuatnya dengan warna kulit cerah dan rambut yang rapi."[As such, an Asian guy looks like this cool with clear and bright face and neat black hair, so I make this avatar looks like this.] (P6, interviewed on February 1, 2021).

Figure 4.14
Figure of P6 Choices Face and Hair

The interview shows us the diversity of the interviewees' unique choice of avatar, among 3 of males and 3 of females it shows they have their own taste of creating such an Avatar. The different between male and female that show from data above is the male tend to choose or create female avatar even 1 of them still selects male avatar and the other side all of the female players show that they choose male avatar. The writer may conclude that gender swap happens on the both sides, male and female players. Thus, all of the interviewees' show the

enthusiast with the selection of the races that show between male and female has different race while male choose diverse race which contain African American, Asian, and Caucasian races and the other hand females showing the compactness with choosing only Asian race. The third aspect is the face and the hair, all of the interviewees choose different taste of making face and hair as their visual appearances.

4.3. The Reasons of the interviewees' choices of their Avatar

In order to know their reasons, the writer asked the interviewees' what makes them interested in selecting their avatar. The responses can be categorized into some groups.

4.3.1. Good Visual Appearance/ Look

Visual appearance or look of the avatar is the important thing for the players' here is the statement for the reasons of the choosing their look in the avatar.

Penampilan yang baik pada avatarku dapat membuatku tahan bermain game ini" [The good visual appearance supports the length of my progress experiencing this game] (P1, interviewed on January 31, 2021).

Cara terbaik dalam bermain RPG adalah dengan membuat avatar yang menawan." [The best way to enjoy the RPG game is about a good Avatar look]. (P2, interviewed on January 31, 2021).

Tidak peduli seberapa baik game tersebut apabila avatar terlihat jelek maka game tersebut tidaklah berguna." [I don't care how good is the plot

if the avatar looks worse so the game is useless]. (P3, interviewed on January 31, 2021).

Avatar adalah symbol diriku yang menawan" [My avatar symbolize my good appearence]. (P4, interviewed on February 1, 2021).

Avatar yang bagus = GG" [Good Avatar= Good Gaming].

(P5, interviewed on February 1, 2021).

Menyimbolkan sosok pujaan hati di masa depan ialah avatarku, semoga biss menjadi kenyataan" [Symbolize my deepest desire of a lovers, Hope it can be real like my own avatar]. (P6, interviewed on February 1, 2021).

From the data above, it can be concluded that the interviewees or the players of *Fallout 3* are happy with their own idealization and tend to make a good representation of themselves. Thus, it can be inferred that a good look avatar can improve the experience the gaming.

4.3.2. Fun

Kebahagian adalah saat kita bisa membuat avatar kita tampak seperti diri kita sendiri, atau setidaknya mewakili sedikit dari diri kita."[Happiness is when we can create an avatar that represents ourselves]. (P1, interviewed on January 31, 2021).

"Bermain dengan avatar sesuai idaman saya membuat saya senang." [It is fun to Play with my own ideal avatar]. (P3, interviewed on January 31, 2021).

"Sangat menyenangkan bisa membuat representasi dari diri kita ke dalam dunia virtual" [It is very fun can build our representation into such virtual world]. (P4, interviewed on January 31, 2021).

"Sangat menyenangkan bisa menggunakan lawan jenis dengan bebas di dalam dunia virtual." [It is very fun to create our opposite gender of avatar]. (P5, interviewed on February 1, 2021).

"Membuat avatar yang bagus membantuku menghilangkan penat." [Making a good avatar can be such stress relief]. (P6, interviewed on February 1, 2021).

From the data above, it can be concluded that the reasons they choosing their avatar in *Fallout 3* is related to their emotions, 5 of them said that it is fun, thus it can be inferred that the choosing of a good avatar in *Fallout 3* make they enjoy the gaming experience.

4.3.3. Gender Swap

Another reason of choosing the avatar can be shown below is because the enjoying the gender swap they did in the game. Females group tend to choose the gender as a male character. (P4/ interviewees 4) stated that male avatar representing the masculinity of the male character. *"jelas saya memilih laki-laki karena lebih gagah karena saya seorang wanita"* (P4, intervewed on February 1, 2021). As a content creator P5 has the longest experience in playing *Fallout 3,* and she already taste a lot of character creation based on her experience but in this case, she chooses to make her favourite is male avatar because she specifically state that she like big guy with big power, strong visual representation she focused

more about. *"saya telah memakai berbagai macam karakter di Fallout 3, namun pada dasarnya saya sangat suka dengan karakter laki laki, disamping saya seorang perempuan laki laki lebih menggambarkan kekuatan dalam pembuatan karakter"* [I have tasted a lot of character in fallout 3, instead of using female character, I basically love male character that represent of strong visualization] (P5, interviewed on February 1, 2021).

Interviewee 6 stated *"di semua avatar yang saya buat saya lebih memiih membuat karakter laki-laki karena melambangkan kejantanan"* [In every avatar I made, I tend to make male avatar because it represents of masculinity] Similar with P4, the masculinity of an avatar become a focused to make the male avatar in *Fallout 3*. (P6, interviewed on February 1, 2021). This is related to Huh & Williams, (2010) stated that players may gender swap because they want to perform their portrayals of the opposite gender in the virtual world. The females' interviewees tend to select male customization of avatar instead of female avatar. To recall Hussain and Griffiths (2008) found that female players gender swap in order to avoid sexual harassment and solicitation by male players.

4.3.4. Escape the Reality

Another reason stated by P5 and P6 that it can be an alternative of stress relievers make the writer concluding that it can be categorized as escaping the reality and make them forget the stress. It is such a reasonable fact. The following is the result of the interview with the fifth and sixth interviewees.

Terkadang membuat avatar yang baik membuatku lupa waktu dan membuatku tenang itu artinya segala keluh kesahku terlupakan untuk

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sesaat." [Sometimes it can be an alternative of escaping reality that make me feel joy and forgetting the stress for such of periods of time]. (P5, interviewed on February 1, 2021).

"Membuat avatar yang bagus membantuku menghilangkan penat" [Making a good avatar can be such stress relief]. (P6, interviewed on February 1, 2021).

4.3.5. Creativity

Other reason of choosing their avatar is about creativity. There is no doubt that creativity becomes a reason of choosing the avatar, because making the avatar needs creativity. The following is the result of the interview with the second interviewee.

Membuat avatar tidak hanya pada Fallout 3 namun di banyak game seperti game simulasi game action juga membutuhkan kreatifitas, tanpa kreatifitas avatar akan telihat biasa biasa saja" [Creating avatar not only in *Fallout 3*, in every game which need of avatar creation needs creativity, without it your avatar will looks so so]. (P2, interviewed on January 31, 2021).