

ABSTRAK

PENYIMPANGAN KODE ETIK “*BUSHIDO*” PADA KARAKTER SAMURAI JIN SAKAI DALAM VIDEO GAME GHOST OF TSUSHIMA KARYA SUCKER PUNCH PRODUCTION: KAJIAN ANTROPOLOGI SASTRA

Video Game merupakan hiburan yang sudah ada sejak zaman dahulu, dari game tradisional berubah menjadi game digital. Diera sekarang banyak game yang sudah disisipi budaya. Salah satunya game yang akan penulis teliti yaitu Ghost of Tsushima. Game samurai yang berlatar pada invasi bangsa Mongol ke pulau Tsushima. Bushido merupakan budaya yang melekat pada samurai Jepang pun disisipkan kedalam game ini. Kejamnya bangsa Mongol membuat Jin Sakai harus melepas wibawanya sebagai seorang Samurai demi memerdekakan pulau Tsushima dari bangsa Mongol. Penelitian ini berisi mengenai nilai nilai bushido dan penyimpangannya yang dilakukan oleh Jin Sakai yang terdapat pada game Samurai karya Sucker Punch Production berdasarkan teori antropologi sastra. Adapun metode penelitian yang digunakan penulis ialah metode kualitatif.

Kata Kunci: *Bushido, Samurai, Ghost of Tsushima, Game*

ABSTRACT

DEVIATION OF THE "*BUSHIDO*" CODE OF ETHICS IN THE CHARACTER OF SAMURAI JIN SAKAI IN THE VIDEO GAME GHOST OF TSUSHIMA BY SUCKER PUNCH PRODUCTION: LITERARY ANTHROPOLOGICAL STUDY

Games are entertainment that have existed since ancient times, from traditional games to digital games. In the current era, many games are infused with culture. One of the games that the author will research is Ghost of Tsushima. A samurai game set in the Mongol invasion of the island of Tsushima. Bushido is a culture inherent in Japanese samurai and is also included in this game. The cruelty of the Mongols forced Jin Sakai to give up his authority as a Samurai in order to liberate the island of Tsushima from the Mongols. This research contains the values of bushido and the deviations made by Jin Sakai in the Samurai game by Sucker Punch Production based on literary anthropology theory. The research method used by the author is a qualitative method.

Keywords: Bushido, Samurai, Ghost of Tsushima, Game