

CROSS-CULTURAL FICTION IN FIRE EMBLEM FATES

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ABSTRACT

The purpose of this research is to analyze the cross-cultural fiction in Fire Emblem Fates. The data analysis based on qualitative method. Qualitative research as defined by Denzin and Lincoln (in Joubish, 2011, p. 2083) is a method which studies the things in the natural setting. The qualitative research is aimed to find the reasons and explanations, but not simply the description of the method of research and the sum of its results. For this analysis, the data uses the story from the game to analyze the cultural problem that is two different nations with different culture, as well as the effect on the main character who is trapped between the two nations at war. The result showed that cross-cultural affect the main character on the decision s/he will choose, whether s/he will choose to pick a side with one of the nations or make his/her own fate trying to make two nations at peace.

Keywords: Cross-cultural, fiction, qualitative, nations, main character.

INTRODUCTION

When we speak of something being cross-cultural, we're talking about comparing one or more culture worldview to another culture's worldview. Cross-cultural is very interesting topic especially in fiction, cross-cultural can be reminder of our point of view, when you look at one side without considering the other, it will create conflict, this conflict can be devastating depend on the scale of the conflict. In Fire Emblem Fates, the main character is trap between two different cultures, both of them have relevant to the main character. With the conflict of these two factions, the main character has a difficult choice to make. Since this analysis came from game with branching path, in other word, more than one choice player can make, the main character choices reflect the player choices. But, the most important part is we can analyze the culture from this fiction whether the main character choice one of the latter. We can analyze about this topic, how to be objective by seeing the example in the game and see not only from one point of view but from multiple point of view.

Culture is learned, not inherited. It derives from one's social environment. Culture should be distinguished from human nature on one side, and from an individual's personality on the other (see Fig. 1.1), although exactly where the borders lie between human nature and culture, and between culture and personality, is a matter of discussion

among social scientists. Human nature is what all human beings, The human ability to feel fear, anger, love, joy, sadness, the need to associate with others, to play and exercise oneself, the facility to observe the environment and talk about it with other humans all belong to this level of mental programming. The personality of an individual, on the other hand, is a unique personal set of mental programs, they do not share personality with other human being. It is based upon traits which are partly inherited with the individual's unique set of genes and partly learned. modified by the influence of culture as well as unique personal experiences. (Hofstede 1994: 5–6). The evolution of social perspective toward cross-cultural children, the changing characterization of such children in fiction, and the growth of minority literature itself all parallel the cross-cultural child's own search for identity. Stretching from the tragedy of no identity at all to the joy of self-definition. Fiction based on the conflicts of cross-cultural may experience (1) rejection by both of their conflicting cultures; (2) the acceptance of or by one culture while denying the other; (3) the attempt to be both conflicting cultures at once; and (4) the acknowledgement and acceptance of one's individual and evolving identity as a collage of cultures.

The characters that appear in the story have different characteristics. It's supported by Nurgiyantoro (2010) that there are some characteristics that the characters have, namely protagonist and antagonist. Characterization is literally different from character and characteristic because it has a wider meaning. Characterization is covered all about who is the characters, how is the characteristic, and how does the illustration of the story tell us. Characterization is a writer's tool, or "literary device" that occurs any time the author uses details to teach us about a person. This is used over the course of a story in order to tell the tale. Modern storytelling usually emphasizes characterization even more than classical literature. This is because characterization is a major tool in the plot-driven narrative. They can quickly connect the reader to the character, without taking them out of the action. According to Fromm stated that points out the definition of symbol as 'something that stands for something else' requires and inquiry into the correlation between the symbol and what is symbolized (qtd. In Amesta 7). Further, Griffith also claims that, "In literature, a symbol is an object that has meaning beyond itself. The object is concrete and the meanings are abstract" (76). Symbolism is a literary device that uses symbols, be they words, people, marks, locations, or abstract ideas to represent something beyond the literal meaning. In literature, authors have long favored the use of symbols among a wide range of literary devices. There three types of symbolism in literature, they are Religious symbolism, romantic symbolism, and emotional symbolism.

The purpose of this research is to analyze the importance of understanding the different culture, by understand the different culture, we can prevent a conflict from happening. Fiction, although they are a made-up story, still have some relevant with our world. After all, story in fiction based on real world experience. The story in Fire Emblem Fates in particular, concentrate on two differently cultural nations which can be analyze, since these two nations are reference from medieval western culture and medieval Japanese/eastern culture, we can analyze the contrast of these two nations in this research.

LITERATURE REVIEW

Culture is a fuzzy concept, a term without fixed boundaries, meaning different things according to situations (Gjerde, 2004; Spencer Oatey & Franklin, 2012). Culture is an in-dept study on social role that cover language, system knowledge, system social organization, system living equipment and technology, system economy, system livelihood, system religious, and system art. In dept-study of characterization, the element contributes on building the plot and form the character characterization on deciding certain attitudes and consider on decision making in selecting conditions or make a decision from many choices. In this study, culture variation is influential in cultural depiction of European "western" culture and Japanese "eastern" culture which contribute to the character decision.

METHODOLOGY

The data from this research is using qualitative method, qualitative method as defined by Denzin and Lincoln (in Joubish, 2011, p. 2083) is a method which studies the things in the natural setting. In accordance with the article written by Joubish et al. (2011), the qualitative research is aimed to find the reasons and explanations, but not simply the description of the method of research and the sum of its results. This type of research deals with the unstructured information and relies on the people's behaviors, attitudes, their value systems, concerns, motivations, aspirations, and culture or lifestyles. Fraenkel et al. (2012, p. 426) described that qualitative research goes directly to the particular setting of interest to observe and collect the data.

The qualitative method use in this research is used by playing the video game, since the game has a story, we can analyze the information from the character behaviors, conversations, concerns, motivations, etc. Each of these characters are easy enough to differentiate with other, because of their flesh out personality and sometime stereotypical character depiction in the story.

The data in this research came from playing the games by follow this particular part:

1. Downloading Citra on citra-emu.org and select the android version
2. Downloading ROM of Fire Emblem Fates on romspure.cc
3. Installing Citra emulator and set up the game
4. Play Fire Emblem Fates
5. Play the games

Then analysis the culture, characterization, and symbolism on the games based on the prologue of the game which consist of six chapters. Analyzing the cross-cultural between two nations while the character will be focusing on the main character which is Corrin/Kamui.

DISCUSSION

In chapter one, we introduced to the main character, Corrin/Kamui a Nohrian prince/princess (depending on player choice) who lived in isolation at Northen Fortress of Nohr, s/he is a friendly person who curious about outside world. In this chapter, we introduced to various character of his/her siblings namely Xander, Leo, Camilla, and Elise. From narrative perspective, it serves as character introduction to their personality, Xander the reliable big brother, Camilla the doting big sister, Leo the strategist younger brother, and Elise the cheerful younger sister. Each characters have distinct personality that easy to understand, this in turn make their relationship more flesh out. This related to the Nurgiyantoro (2010) about characterization.

In this table is the characters personality that founded in the story of the game:

Corrin/Kamui	Xander	Camilla	Leo	Elise
Friendly, merciful, and curious	Reliable, patriotic, and devoted.	Overprotective and possessive.	Intellect, diligent, and hardworking	Cheerful, playful, and generous.

In chapter two and three, we introduced to the main villain King Garon, the ruler of Nohr. Unlike the rest of his/her family, King Garon attitude toward Corrin/Kamui is cold and strict, he is the person responsible for Corrin/Kamui live in isolation in Northen Fortress. Garon only cared about result and punish those who defied his order. We are also introduced to Iago, advisor to King Garon and secondary villain in Fire Emblem Fates, he a schemer that influence King Garon. Both King Garon and Iago intended to trap Corrin/Kamui in Bottomless Canyon, killing him in the canyon, if that fail then they will make Corrin/Kamui capture by Hoshido and using him/her to destroy Hoshido from inside. This related to the Nurgiyantoro (2010) about characterization.

In this table is the characters personality that founded in the story of the game:

King Garon	Iago
Cruel, cold, and unforgiving.	Cruel, dishonorable, and schemer.

When we look into the first into third chapter, we introduce to the main character and side character, one thing that common between the main character and Nohrian siblings are they pretty much western, Xander for example

is patriotic, and one of the characters is more open to express their feeling like Elise. There is individualistic aspect, like Iago who favors his personal interest rather than for collective benefits. It also shows to us that King Garon and Iago will be the main antagonist throughout the story. The characters, they are who define the culture, as we can see that Kingdom of Nohr is inspired by western medieval kingdom and western culture. If we look at the definition, the “western culture” can be described as a tendency within cultural thought and practices, tendencies which favor the plight of the individual rather than the collective. It can be said that the “Western culture” does not describe any specific group or belief, rather a distinction used across academics to describe ideological, cultural, and ethnic uniformity amongst European and derivative nations. In other hand, symbolism of Nohrian Kingdom is represented by King Garon, cruel and unforgiving nation. In Japanese version Fire Emblem Fates (Fire Emblem If) Kingdom of Nohr is named ‘An’ya Oukoku’ or ‘dark night kingdom’. This related to Fromm stated that points out the definition of symbol as ‘something that stands for something else’ requires and inquiry into the correlation between the symbol and what is symbolized (qtd. In Amesta 7).

In chapter four, the main character is captured by Hoshidan and escorted to Kisaragi Castle, the Hoshido Capital. There, we introduced to the current ruler of Hoshido Queen Mikoto. Unlike King Garon, Queen Mikoto is polar opposite in terms of personality, it also reveals that Corrin/Kamui is her lost son/daughter. This chapter also introduced to the Hoshidan siblings, the righteous big brother Ryoma, the Hinoka, the insecure little brother Takumi, and the shy little sister Sakura. We also introduced to Azura, a Hoshidan noble that originates from Nohr, she has a similar fate to Corrin/Kamui. This related to the Nurgiyantoro (2010) about characterization.

In this table is the characters personality that founded in the story of the game:

Mikoto	Ryoma	Hinoka	Takumi	Sakura	Azura
Calm, kind, and graceful	Keen, dutiful and decisive.	Fearless and Courageous.	Distrustful and Insecure.	Timid and compassion.	Aloof and stoic.

When we look into the fourth chapter, we introduced to another side character, this time from Hoshido, the eastern counterpart. Unlike Elise from Nohr, Sakura is timid, she more reserved and less open to express her feeling, this is also the case with Takumi, he does not like to say what he felt and like Sakura unlikely to openly express his feeling. The character also contributes to the cultural aspect, we can see that Hoshido is inspired by eastern medieval particularly Japan. If we look at the definition, the “eastern culture” is an umbrella term for the diverse cultural heritages of the “eastern” world such as in East Asia, Southeast Asia, or South Asia, as well as syncretism within these regions. They emphasize on collective harmony, familial ties, and societal obligations, often prioritizes the needs of the group over individual aspirations, leading to stronger communal bonds and a greater sense of interconnectedness. In other hand, Hoshido can be represented by the leader, Queen Mikoto who is kind and graceful. In Japanese version of Fire Emblem Fates (Fire Emblem If), Kingdom of Hoshido is named ‘Byakuya Oukoku’ or ‘white night kingdom’. This related to Fromm stated that points out the definition of symbol as ‘something that stands for something else’ requires and inquiry into the correlation between the symbol and what is symbolized (qtd. In Amesta 7).

In Chapter five and six, the main character witnessed the tragedy that being mastermind by King Garon with the influence of Iago, this chapter serves as the main character guilty toward Hoshido, by accidentally killing many people and Queen Mikoto, Corrin/Kamui now has reason than just bloodline relationship, s/he now also has guilt toward Hoshido for his/her action is unacceptable. Eventually, the main character has to choose his/her own fate, this moral dilemma forces Corrin/Kamui to pick a side, whether the choice s/he makes, s/he will betray someone's expectation as a result. This particular chapter relates to the George Shannon (1988) article about cross-cultural fiction about children caught between two different mirrors and two ways of seeing.

The main character Corrin/Kamui is interesting, s/he has the friendly personality which enables him/her to befriend anyone s/he met but also because of the event in the chapter five that s/he is carrying guilt of his/her sin. The main character is responsible for choosing a side which either siding with one culture or attempt to be both conflicted cultures at once. The main character represented a lost child, since the main character is related between two cultures that are at odds with each other but also s/he can alter the fate of both kingdoms depend on what the main

character chooses, whether Nohr, Hoshido, or both. Tyler in his article *The Official Rulebook for Choice in Video Games: An Examination of Choice in Modern Narrative Games*, “becoming physically or virtually part of the experience itself” (Bunting 147) is another part of video games make the player felt that they are the main character and by providing choices in the game, the player can choose one of the choices to their liking.

The difficulties the main character faces are the point of this research, when look at George Shannon (1988) article about cross-cultural fiction that explain children caught between two different mirrors and two ways of seeing is a harsh reality the main character faces. As a player we experience the main character journey being a lost child in two differently cultural nations, both of them are related to the main character, how the main character face them is a challenge but the challenge that forge his/her own fate in the story. While the choice in the game has a different ending, they ultimately have a same conclusion, by learning from the past event, we can make the future a better place.

CONCLUSION AND RECOMMENDATION

Cross-Cultural overall is a fascinating topic on literature, to better understand about cross-cultural we must first analyze the culture, character, and symbolism in the story. The main character which represented a child that search for his identity in two different cultures, and choices the main character that will affect the fate of both Kingdom. Cross-cultural can be our teacher to understand the other culture, this can lead us to be more objective in Cross-Cultural topic, and in turn makes us more tolerance to other culture.

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