"UNDERSTANDING ANECDOTES IN OTOME GAME 'LOVE AND DEEPSPACE'

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ABSTRACT

Emotional and social connection to the characters. This paper investigates how the story-holding in "Love and Deepspace" can be applied in enhancing the learners' Speaking and Listening skills. Speaking about language acquisition, listening and speaking as these commonly practiced in otome games, raise interpersonal communication, focused and contextualised interactions and social interactions through play. The way language has gradually become an imperative tool for instruction within the society and within this course the ultimate value addition, i.e. getting the child to speak or improving some language/communication skills is very good. From the analysis of "Love and Deepspace" and video games in general, this article appreciates the importance of such skills and the structures used in a game as storytelling.

Keywords: Otome Game, Communication, Storytelling, Anecdotes, Love and Deepspace.

INTRODUCTION

Communication is one of the basic and essential activities performed by human beings. It helps us foster relationships, manage tasks and projects, and most frequently facilitates our progress as individuals. Recently, modern studies and interactive narrative media, more especially Otome games of storytelling have been very critical to the field of communication. The term "Otome" refers to a type of narrative game, primarily aimed at women and encompassing romance elements in which players make choices that influence the outcome of the plot in a video game.Interactive narrative media, such as otome games, are revolutionizing the way we engage with stories and characters. "Love and Deepspace," a popular otome game, goes beyond entertainment, offering a platform for players to develop their communication skills through active participation in the narrative. This paper examines how otome games such as "Love and Deepspace" utilize interactive storytelling to enhance language learning, emphasizing the importance of listening comprehension, strategic dialogue, and role-playing in the learning process.The field of communication studies is increasingly recognizing the potential of interactive media, particularly video games, to enhance language acquisition and communicative competence. This paper examines the communicative aspects of otome games, specifically "Love and Deepspace," and explores how their narrative structure, character interactions, and player choices contribute to the development of language skills, specifically in the areas of listening comprehension and strategic communication.

"Love and Deepspace," sheds light on how players can derive enjoyment as they can improve their wit via story comprehension while being greatly entertained. This paper explores why otome games should the story and communicative context of the learning objectives. It helps to look over one of the very important aspects of everyone's life, who learns a foreign language, i.e. speaking and listening. Speaking about the acquisition of languages, son of the common interactivity and role play. There has occurred a gradual unavoidably incorporation of language in teaching processes in society which is more apparent in this course because children are taught how to talk or to enhance their

communication techniques so that they are understood. There is general appreciation and understanding by the writer of importance of such competencies as language story use in video games with direct reference to 'Love and Deepspace as well as video games as the context of this paper.keputusannya

METODOLOGI
Research method
This study used a qualitative approach with a questionnaire containing open-ended questions to understand how the anecdotal texts in Love and Deepspace influenced participants' emotions and emotional experiences. With this approach, the research focused on an in-depth exploration of participants' emotional responses to specific anecdotes presented in the game.

1. Research Design

This research is descriptive qualitative in nature. Data was collected through a questionnaire that incorporated open-ended questions designed to facilitate free and in-depth responses from participants. The questionnaire was expected to provide a complete picture of the participants' emotional experience and narrative engagement with the anecdotal text in the game Love and Deepspace. A qualitative approach was chosen to uncover the nuances of emotional responses that may not be explained in depth through a quantitative approach.

2. Research Subjects

The subjects of this study consisted of 10 participants selected through purposive sampling technique, where each participant was selected based on specific criteria relevant to this study. Inclusion criteria included: (1) participants had completed the Love and Deepspace game at least once, (2) were between 18 to 30 years old, and (3) were willing to participate in in-depth questionnaire completion. A smaller number of participants was chosen because this study prioritized quality and depth of data over quantity. Each participant had a different play experience, which allowed for a variety of emotional experiences.

3. Research Instruments

The main instrument used in this study was a questionnaire consisting of open-ended questions. These questions were designed to provoke participants to express their emotional experiences in a deep and subjective manner. Some examples of questions in the questionnaire include:
- "Tell me your favorite anecdotal moment in Love and Deepspace and why it was memorable."

This question is designed to explore the personal experiences and emotions that participants feel towards certain moments in the game. Answers to this question can provide insight into the most memorable narrative elements and why, as well as how these elements shaped emotional attachment to the story and characters.
- "Were there any anecdotes that made you change your view on the characters or the storyline? Explain."

Through this question, you can explore the profound impact an anecdote can have on a participant's perception of character and story. Answers can help identify anecdotes that are particularly effective in changing the player's point of view, providing insight into how narratives can evolve through different character experiences.
- "How do you think the anecdotes in Love and Deepspace could be improved to enrich the play experience?"

This question is open to criticism and suggestions, giving participants the opportunity to put forward their ideas on how anecdotes can better support gameplay and the overall

narrative experience. These answers can be invaluable in understanding the strengths and weaknesses of anecdotal elements in games as well as potential future improvements.

4. Data Collection Procedure

Data was collected through a questionnaire that was distributed online to 10 participants after they completed the game Love and Deepspace. The questionnaire was sent via email or other platforms that were convenient for the participants. Each participant was given one week to calmly complete the questionnaire and provide in-depth answers regarding their emotional experiences. In the process of completing the questionnaire, participants were asked to reflect on and describe their experiences when interacting with certain anecdotal texts in the game, as well as how these anecdotes affected their emotions and thoughts about the game as a whole. To maintain data quality, participants were given clear instructions to answer each question in detail.

5. Data Analysis

Data from the questionnaires were analyzed using thematic analysis techniques. Each participant's answers were identified and categorized based on themes that emerged during the analysis, such as: (1) the type of emotion felt (happiness, suspense, sadness, or other emotional engagement), (2) the narrative elements that triggered the emotion (such as character interaction, in-story conflict, or plot twist), and (3) the impact of the anecdote on participants' perceptions of the characters and storyline. This analysis process involved several steps: (a) reading the transcripts of participants' responses repeatedly to ensure a thorough understanding, (b) identifying initial codes that emerged from the data, and (c) grouping these codes into broader themes.

Although there were only 10 participants, the qualitative data generated was rich in emotional insights. By focusing on open-ended questions, the research was able to reveal deep emotional dynamics that may not have been detected with quantitative methods. Each answer was analyzed individually, but also compared to each other to see if any consistent patterns or themes emerged among the participants. The themes found were then used to understand how the anecdotal text in the game Love and Deepspace influenced the player's overall emotional experience.

Explanation of Questionnaire Answers

After collecting and analyzing the data from the questionnaires filled out by 10 participants, several main themes emerged regarding their emotional experience of the anecdotal texts in Love and Deepspace. The following is a description of the results obtained from analyzing the questionnaire answers:

1. Connectedness to Character

Many participants felt emotionally connected to the characters in the game. They mentioned that the anecdotes provided a deeper understanding of the characters' backgrounds and motivations. For example, one participant wrote, "Anecdotes in stories often serve to highlight a character's hidden traits or reveal the dynamics of a situation that were not apparent before. For example, if there is a short story about a character's childhood experience of injustice, it can change our view of him from a harsh character to someone who is sensitive and complex. Anecdotes like this give depth to the character and enrich our understanding of his background and motivations in the story."

2. Impact on Narrative Experience

Participants reported that the anecdotes contributed significantly to their overall play experience. Some mentioned that interesting anecdotes made them more engaged in the story. "The anecdotes in the Love and Deepspace game are already quite diverse, some are narrative texts to read and some are audio texts to listen to. So far, both are quite entertaining and can make the story plot in the original timeline more exciting."

Conclusion From the analysis of the questionnaire responses, it can be seen that the anecdotal text in Love and Deepspace not only functions as a story element, but also plays an important role in establishing an emotional connection between the player and the characters. The emotions evoked by the anecdotes, as well as their impact on the narrative experience, show how powerful the influence of narrative is in video games.

DISCUSSION

In addition, "Love and Deepspace" features a number of key passages that touch on the theme of communication problems. A particular incident highlights the need for such understanding, with the player serving as the arbiter of a fight between two characters over an issue that implicates the entire crew. This means that the decisions made by the user during the course of this conversation will determine the outcome, and the game teaches the players how to negotiate or resolve conflict through what thoughts the characters are given to say.

Among the game's masters in the art of combat is an executed story with a focus on lack of information and its interpretations. The player is given the duty of resolving the conflict by utilizing the elements of movement and speech of the characters, which they assume to have clue signals embedded in them. This is akin to the everyday life experiences whereby for effective communication to be effective, the icons and the meaning hidden behind them, are important.

Through these and other practice exercises, "Love and Deepspace" seeks to help its players cultivate active listening, effective verbal skills, and emotion awareness. For players, these are important competencies which they can apply outside the game in social interactions, professional settings as well as in intimate relationships.

Similar to Merry Riana's speaking techniques, which stress persuasion, clarity, and empathy, the game asks players to consider how their communication style influences other people. Similar to real-world conversation, finding common ground and navigating through many points of view is crucial.

Advantage

The game not only focuses on the otome dating aspect but also includes action elements, such as fighting against aliens. You can experience balanced gameplay between a romantic story and challenging action. Even the characters in the game are designed in great detail, almost looking realistic. Smooth and beautiful 3D graphics make the gaming experience more immersive. This game uses a gacha system that allows players to unlock memories of characters that can improve their combat abilities. There are various ways to strengthen your character through available upgrades and items. In addition to action, the game offers many romantic activities, such as studio photos, cafes and special events that make the relationship with the characters even deeper.

Weakness

Many players have complained that the game's gacha and upgrade systems can be expensive and require a lot of time or in-app purchases, which may be less enjoyable for casual players. Also, using stamina for various activities can be an obstacle, especially when players have to wait to refill stamina or buy additional ones, which can hinder smooth gameplay.

CONCLUSION

Analyzing the function of anecdotes in the otome game Love and Deepspace reveals that these brief but profound tales accomplish more than just provide amusement. By giving

players a peek into the inner lives and pasts of the characters, they give character development depth and increase player emotional connection. By combining strong plot-driven events with lighter or meditative times, the game provides a dynamic narrative that keeps players committed and allows them to comprehend the emerging story at their own pace. Furthermore, these anecdotes play a key part in influencing player decisions, revealing secret facets of characters' personalities and pasts.Players now have to take these insights into account when deciding which storylines to follow or how to engage with individuals, which adds another element of strategy to the action.

To sum up, anecdotes are an essential storytelling device in Love and Deepspace that improve the tale and the player experience.These stories elevate the game above a straightforward love journey by finding a balance between humor, emotion, and a deeper understanding. This elevates the game into a profound investigation of human connections and relationships.

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