



MORAL VALUE ON LADY MARIA OF ASTRAL CLOCKTOWER CHARACTER PERFORMANCE IN THE *BLOODBORNE* GAME

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Abstract: This study focused on exploring the moral values through the character performance of Lady Maria in the *Bloodborne* game. The data were collected using documentative method by gathered pictures and dialogues of Lady Maria through the game. The data were analyze using Roberts (1983) theory to analyze the character of Lady Maria and Eyre and Eyre's (1993) theory to analyze the moral values of Lady Maria. The findings from the study of Lady Maria's character using Robert's (1983) theory are brave, care, and compassionate, while the findings regarding the moral values using Eyre and Eyre's (1993) theory in her character are courage, peaceability, love, unselfishness, and kindness. The data were analyze with qualitative descriptive based on Sugiyono (2008) theory. From the results of this study, the writer found that it is true that video games also have valuable moral values in their characters and storylines.

Keywords: *Lady Maria, Moral Value, Character, video games, Bloodborne*

INTRODUCTION

Literature is a term used in spoken and written work to express human ideas, thought, feelings, messages, and knowledge in form of aesthetic language expression. According (Nuriadi, N., Muhaimi, L., & Dewi, A. 2021: 66) Literature is an imaginative and creative work of art that uses language as its medium of expression. Literature can be said as a media for people to express their feeling and emotion. Literature has provided many benefits for human life, especially in terms of values within it. It can be seen from a folks or legend story that contain some messages for people in every country. According to (Nuriadi, 2016) Literature does not only deal with fictitious and imaginative matters but also deals with factual and argumentative ones. However, according to (Katili, A. K., Nuriadi, N., & Muhaimi, L. M. 2020: 698) literature is indistinguishable from a culture in light of the fact that those both play out the blend to frame an arrangement that manufactures an identity.

There are three genres in the literature. They are drama, prose (fiction and non-fiction), and poetry. The elements in the prose fiction consist of plot, character,

characterization, setting, point of view, and theme. Here the writer only focus on analyzing Lady Maria's character and the moral value from the Lady Maria's character performance, According to Stanton in his book *An Introduction to Fiction* (1965: 17), the term "character" can refer to the individual in the story or in other words the character or story can also refer to the union of interests, emotions, and moral principles that make up the character or in other words describe the character behavior or nature. Stanton believes that dialogue and behavior are the most important aspects of the character. Every word, action determines not only the plot but also the manifestation of the character in good fiction (1965: 18).

After finding the character of Lady Maria from her performance in the story, the writer found what moral value the writer can obtain from Lady Maria character. In character there are moral value embedded by the author or storyteller to convey the message of important life values to the audience. Moral Value is a moral message that can encourage people to act or do something and is a source of motivation. In other words, moral values tend to regulate and limit our actions in everyday life, whether it's related to good or bad deeds that guide human life in general. According to Wibawa (2013: 173) moral values can be used by a person or group of people as a reference for norms to determine whether attitudes and actions are right or not.

The writer is interested in doing this research as there are still many people who are not aware that moral values also exist in video game works, as well as intend to prove that in video games we can also find many moral values from the characters and storylines made by the author like the ones found in other literary works such as novels and films. Many people still think that video games are just games and ordinary entertainment, even most video game players just play the game without knowing the meanings, messages, and purposes that the video game developers want to convey through their works. As matter of fact, a good video game has many moral values that can be learned from the storyline and the characters in the video game.

In this study, the writer choses a video game entitled Bloodborne as the game has very interesting character, storyline, and became very popular soon after its release back in 2015. What distinguishes my research from previous research is that they usually use characters from movies or novels and study the main characters to determine their moral values, meanwhile in my research I use characters from the video game Bloodborne and the characters the witrer study are supporting characters in the game named Lady Maria. Another interesting thing that makes this research different from previous research is that we as players have to interact a lot with the characters in video games to find out what their characters are like, different from movies and novels where we just need to watch or read to get to know their characters, while in video games we have to interact a lot with the characters themselves or through other characters and be active for adventure and completing various missions that have been provided by video game makers to find out the character of each character in the video game that make it very interesting and different and then we can take what kind of moral values from these characters. If we players remain silent and do not interact with and complete many missions related to these characters, we will never be able to understand their characters.

Here the writer only focuses on analyzing the moral value from the character of Lady Maria in Bloodborne. Lady Maria is a supporting character, also known as an NPC in the game world. Non-Playable Characters (NPCs) are game characters that cannot be controlled by players and are instead fully controlled by the computer in the game application. NPCs play the role of characters who can assist, guide, become enemies, and communicate with players in order to achieve game objectives. Furthermore in the Bloodborne video game, Lady Maria serves as an NPC antagonist created by the creator to serve as our opponent in a boss battle. The writer hopes to give emphasize to the readers that moral values are very important and that they can also be found in video games like any of other literary works. Based on the above, the writer has conducted a study to investigate the moral values from the character of Lady Maria in the Bloodborne game entitled "Moral Value on Lady Maria of Astral Clocktower Character Performance in Bloodborne Game".

RESEARCH METHOD

This study is applying qualitative descriptive method. According to Creswell (1994) Qualitative research is descriptive of what the researcher is interested in the process, meaning, and understanding obtained through words or pictures. By using qualitative descriptive text, the writer has found the data by considering words and pictures. The word here means the dialogues in the story about Lady Maria throughout the game and the pictures mean the scenes that show about Lady Maria that show about moral values.

However, there are two resources in this study which are main source and secondary source. The main data from this research is from the game itself *Bloodborne*. The writer has classified the dialogue and action in the game by captures some of sentences, phrases, and scenes that consist of moral values from her character. Meanwhile, the secondary sources in this study are from related journal, book, and the scripts of the games.

In this research, the writer use documentative method which mean the writer find out some of documents that in form of written text of picture to collect the data. Sugiyono (2008: 240) stated that documentation can be written and picture that can be used to obtain information. In this research, the writer has collected the data from games as the main resources, while the additional resources are from books, journal, scripts, and article that relevant to study.

To analyze the data, the researcher have used descriptive qualitative to analyze data proposed by Sugiyono (2008: 245). Sugiyono explain that there are three activities to analyze data in descriptive qualitative research. Those activities are data reduction, data display, and conclusion drawing/verification.:

1. Data reduction

Data reduction means the process of selecting, identifying, classifying the data

that are considered important. In conducting research, the researcher have obtained a lot of data from the Bloodborne game about Lady Maria's character. Hence, the researcher chooses data that will provide valuable information about the character of Lady Maria, so the researcher can find what are the moral values that can be found from Lady Maria's character in this research.

2. Data display

Data display means the process to simply the data in the form of sentence, narrative, or table. It benefits to help the researcher in understanding the data. In displaying data, the researcher have described the data into sentence form. Sugiyono (2008: 249) stated that in qualitative research, the most frequent form of display data is narrative text. Hence, the researcher have arranged the data in a good sequence of narrative text to be easier to understand.

3. Drawing and verifying conclusion.

By considering the explanation above, the writer conducted several activities to analyze the data, such as

1. Identifying the character performance of Lady Maria that being portrayed in the games by using Roberts's theory (1983).
2. Classifying the character performance of Lady Maria that contain of moral value by considering her action and dialogues.
3. Interpreting Lady Maria's character performance with the moral value theory proposed by Eyre and Eyre (1993).
4. Describing moral values that can be taken from Lady Maria's character performance.
5. Drawing conclusion and suggestion about the importance of moral value on Lady Maria's character performance..

FINDINGS & DISCUSSION

In this chapter, the writer discusses about some findings that related to moral values that found from the character of Lady Maria. The writer found that in *Bloodborn* video game, there are some of moral values lies on Lady Maria character. There are a lot of scenes that shows her moral values such as her action in helping dying guinea pigs, her Doll version who also care to player without reward.

Moreover, in this chapter the writer explains about the characters first according to Roberts (1983) theory and then moral values of Lady Maria according to Eyre and Eyre (1993) theory. The writer found some of moral values from Lady Maria's character as follows.

Characters of Lady Maria

1. Compassionate

In this video game, Lady Maria is shown as a brave character. This can be seen from the treatment and words she used when talking to us players before the start of our

fight with Lady Maria. The intonation she uses when talking to us players does sound soft, one might say a soft voice with a low pitch. But she doesn't show any fear at all against us, her opponent for the sake of protecting the secret of The Fish Hamlet which is in the Astral Clocktower. The following is an example of dialogue that shows Lady Maria's bravery.

- 1) Lady Maria : A corpse... should be left well alone. Oh I know very well. How the secrets beckon so sweetly. Only an honest death will cure you now. Liberate you from your wild curiosity.

From the example above, Lady Maria holds our player's hands tightly and then says the dialog as above using a soft tone and intonation, then releases the player's hand slowly and makes the player slowly back away and continues with Lady Maria who stood up from her seat and lifts her sword and ready to kill us to keep the secret in that place. "**Only an honest death will cure you now. Liberate you from your wild curiosity**" is proof that Lady Maria is ready to kill us without hesitation in order to keep the secret of that place.

Apart from her words, Lady Maria's bravery was also reflected through her actions as in the photos. Roberts (1983) explains that "**speech and dialogue , actions and behaviours.**" is a form of characters character.

2. Care

Lady Maria is described as a person who really cares about the people around her, especially to the patients from guinea pigs who live miserable lives. Doll version of Lady Maria is also has the same personality like the original version who cares to everyone. Her concern is evident from her work in helping and caring for us player from when we met her the first time until end of the story in the game. Here are some dialogues from Doll to us as a player that shows her concern:

- 2) Lady Maria : Hello, good Hunter. I am a Doll, here in this Dream to look after you. Honourable Hunter, pursue the echoes of blood, and I will channel them into your strength. You will hunt beast... and I will be here for you, to embolden sickly spirit.

This dialogue was said by Doll to us a player when we first met her in the Dream world. Until the end of the game, she still takes care of us and helps us upgrade our skills, strengths and weapons.

- 3) Doll : O Flora, of the moon, of the dream. O little ones, O fleeting will of the ancients... let the Hunter be safe, let her find comfort. And let this

dream, her captor... foretell a pleasant awakening... be, one day, a fond, distant memory...

This prayer was said by Doll, where she knelt and prayed to the Almighty to always guard us in all our missions so that we as players are always safe and can return to the world of Dreams. This is proof that Doll really cares about us player, she doesn't want us to die on a mission to find an antidote for human freedom from a monster plague.

4) Doll : Welcome home good Hunter, what is it you desire?

This sentence is always said by Doll to the players every time we return to the Dream world from carrying out missions and to rest. This is one form of Doll's concern for us where she wants to make players feel comfortable after carrying out tough missions.

5) Patient : Take this charm. Lady Maria gave it to me, but it is all I can offer, other than my own blood.

This is a sentence spoken by one of Lady Maria's patients to the player, from this sentence and looking at the description on the key item given by the patient, it is evident that Lady Maria is very close to her patients and even always hopes that they can live in peace and feel no misery.

6) Male patients : Ahh, Lady Maria, Lady Maria. Please. Take my hand. Please. Help me... don't let me drown...

A dialogue that was spoken by one of the patients at the Healing Church hospital who asked Lady Maria for help. From this dialogue it can be seen that Lady Maria is also very concerned about this patient so that she always does not want to be separated from Lady Maria and feels very scared when Lady Maria is not by her side and always holds her hand.

7) Gehrman: This was once a safe haven for hunters. A workshop where hunters used blood to enhance their weapons and flesh. We don't have as many tools as we once did, but... You're welcome to use whatever you find. ...Even the doll, should it please you...

A line of dialogue spoken by Gehrman who was also Lady Maria's martial arts teacher before she became a Hunter. We can listen to and witness this dialogue when we first enter the Dream world and meet Gehrman in the old house "You're welcome to use whatever you find. ...Even the doll, should it please you...", he explains to us as players that the Dream world is a safe world for players (Hunters) and also informs us as players that Doll too will serve and care for us while in the world of Dream.

- 8) Doll : Hunters have told me about the church. About the gods, and their love. But... do the gods love their creations? I am a doll, created by you humans. Would you ever think to love me? Of course... I do love you. Isn't that how you've made me?

A dialogue sentence spoken by Doll when we have just finished completing several missions and interacting with Dolls in the Dream world. "Of course... I do love you" Here she reveals that she really cares or loves the players because she feels grateful to have been created by humans, and that is also what makes her love Hunters or players without expecting anything in return.

3. Compassionate

In the video game Bloodborne, Lady Maria is shown as a compassionate character. This can be seen from her treatment of her patients who are still alive before turning into monsters completely or dying. This can be proven through the dialogues spoken by the remaining patients even though they have become monsters and after we managed to kill Lady Maria to get access to the Fish Hamlets. The following are examples of dialogues uttered by some patients showing Lady Maria's affection.

- 9) Monster ball patient : Lady Maria. I'm a Robin. Will I ever curl up and become an egg? What say you, Lady Maria? Lady Maria? Say something, anything...

These are the words spoken by one of Lady Maria's patients who have turned into a spherical monster to us a player who she thinks is Lady Maria, but her sanity is still there. From this dialogue we can conclude that the patient's relationship with Lady Maria is very close, it can be seen from the way the patient jokes and asks Lady Maria silly things about whether she can turn into an egg.

- 10) Another monster ball patient : Thank you. For everything... really, I used to be nothing.

These are the words spoken by another monster ball patient of Lady Maria to us a player because she thought that the player was Lady Maria before she died. She thanked Lady Maria for caring for her until the end of her life, this is another proof that Lady Maria really loves her patients.

The moral value of Lady Maria's character

After discovering the character of Lady Maria along with the evidence, the writer has also found the moral value of the character of Lady Maria that has been described.

The following is the moral value that the writer found from Lady Maria's character using the theory of Eyre and Eyre (1993).

1. Courage

The writer has found that in the character of Lady Maria there is a moral value of courage. This is evident in the dialogue and actions of Lady Maria in fighting us to prevent us from entering Fish Hamlets as explained in the "Brave" character section.

- 11) Lady Maria : A corpse... should be left well alone. Oh I know very well. How the secrets beckon so sweetly. Only an honest death will cure you now. Liberate you from your wild curiosity.

In this scene when we players enter the Astral Clocktower then approach Lady Maria who is sitting on a chair in a dead state. There will be a cut scene where Lady Maria will wake up and then pull our hand and say the dialogue above, then after the cut scene is finished, our fight with Lady Maria begins where we players have to kill her to continue our mission. It is in this scene that Lady Maria demonstrates her courage in fighting us player, Lady Maria's objective against us without fear is because she does not want what happened in Fish Hamlet to happen again. That's why she doesn't care that anyone who wants to enter Fish Hamlet will not be allowed to pass.

2. Peaceability

The writer found the moral value of Peaceability in the character of Lady Maria. It can be proven through the dialogues and gestures of Lady Maria before we start the battle with Lady Maria, where she uses intonation and a very soft and slow tone of voice towards the player characters, and also when she pulls our hands in the cut scene she also lets go of the player character's hands slowly.

Meanwhile, the writer also found the same moral peaceability value towards Doll as a doll version of Lady Maria who has the same appearance and character. Every time the player character interacts with Doll, she always responds in a gentle and friendly tone to the player character.

- 12) Doll: Welcome home good Hunter, what is it you desire?

The dialogue above is one of the sentences Doll often says to player characters when our characters interact with her to upgrade skills and weapons.

- 13) Lady Maria : Oh, really? Well, that's a relief. Now you can leave this nightmare. Have respect for the beast hunter Gehrman's wishes. Besides, you will

not find your enemies here. Take the relics in this room as your parting prize. Let them be your strength, and return to your hunt, good Hunter.

The writer also found the dialogue above before the emergence of the latest update in the game “Bloodborne” in the Astral Clocktower, where Lady Maria didn't want to kill us and told us to go peacefully and said “you will not find your enemies here. Take the relics in this room as your parting prize. Let them be your strength, and return to your hunt, good Hunter”. She even gave us a gifts so we could use them to be a strength in continuing another mission and from those dialog we can see how Lady Maria chooses to have a peace way than using violence , but after the update, Lady Maria will only become ready to fight us in boss battles without us being able to choose the path of peace.

- 14) Lady Maria : Good hunter, lost in a nightmare, what did you think of that beastly legend and those ailing wards of the Church? I know what you did to them. It's not your fault. The nightmare held them, and now they are free. But what about you? Have you profited at all?

The writer also found this dialogue where Lady Maria doesn't blame us as players when we kill many human victims who become monsters and become our enemies, Lady Maria calms us down by saying a sentence “I know what you did to them. It's not your fault. The nightmare held them, and now they are free.”, and this makes the player feel more better because it feels like helping them from the torment of being monsters.

3. Love

The writer has found that love is also included in the moral values contained in the character of Lady Maria, which can be proven through her actions towards patients from the results of experiments that were abandoned by the leaders of the Church in Fish Hamlets where Lady Maria was sincere in caring for them until finally the patients turn completely into monsters or die. Gandalf social responsibility can be seen from the scene in Minas Tirith when he tries to help the rest of Gondor army from the enemy.

- 15) Doll : Hunters have told me about the church. About the gods, and their love. But... do the gods love their creations? I am a doll, created by you humans. Would you ever think to love me? Of course... I do love you. Isn't that how you've made me?

A dialogue sentence uttered by Doll when we have just finished completing several missions and interacting with Dolls in the Dream world. “Of course... I do love you” Here she reveals that she really cares or loves the players because she feels grateful to have been created by humans, and that is also what makes her love Hunters or players without expecting anything in return.

4. Unselfishness

Unselfishness can be seen in Lady Maria, who is more concerned with the experimental victims than with herself, even to the point of sacrificing her energy, thoughts, feelings, and even her own life for the victims in order to keep the secrets of Fish Hamlet hidden and prevent it from happening again in the future, despite the fact that our mission as players requires us to kill her without hesitation in order to learn the truth from Fish Hamlet and find an antidote to cure human race from the monster plague.

5. Kindness

The last moral value that the writer discovered in Lady Maria's character is kindness, as evidenced by the dialogues spoken by the victims of the patients in Fish Hamlets. Similarly, it can be seen in the actions and dialogues whenever we interact with a Doll, which is a doll version of Lady Maria with the same appearance and personality. Doll will continue to assist us sincerely, started with requests for assistance in upgrading skills or weapons and ending with requests for tips.

16) Doll : O Flora, of the moon, of the dream. O little ones, O fleeting will of the ancients... let the Hunter be safe, let her find comfort. And let this dream, her captor... foretell a pleasant awakening... be, one day, a fond, distant memory...

Lady Maria's kindness can also be seen in the dialogue above, where Lady Maria prays for us players to survive in carrying out a very dangerous mission.

So from the research results, the writer found 5 moral values from the character of Lady Maria. Where in Lady Maria's characters, namely brave, care, and compassionate, using Roberts' theory, the writer gets 5 moral values that can be included and are in accordance with Eyre's and Eyre's theories, namely courage, peaceability, love, unselfishness, and kindness.

Conclusion and Suggestion

Lady Maria's character, both in her original form and as a Doll, embodies moral values such as responsibility, love, and care. Lady Maria takes responsibility for her past actions and cares for the victims of her experiments. Similarly, the Doll version of Lady Maria shows love and care towards players, helping them improve their skills and praying for their safety. These moral values are essential for a functional society as they create a healthy and peaceful relationship between individuals. Neglecting moral values can lead to conflict and disharmony. It is crucial for every individual to understand and apply moral values in their daily life, and video games can also be a medium for learning these values.

Suggestion

The first suggestion is about video games which have been developed and used in a literary work to convey messages of moral values. It would be better if people started reducing their negative views on video games, because video games are not just entertainment but also contain many valuable moral values that can be taken from stories and their characters for social society.

The next suggestion is that moral values education needs to be improve once more. Based on the writer's personal experience while still in school, learning moral values was lacking in teaching activities, causing many children to act negatively without knowing boundaries. This leads to the question, "Is learning about moral values really not as important as learning about other subjects?" It is hoped that in the future, the teaching of moral values in school will receive more attention and will be taught not only as theory, but also as one of the subjects taught in class, so that children can understand how to behave properly and can create a harmonious environment.

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