

CHAPTER I

INTRODUCTION

1.1 Background

Games are a structured play or an activity that is used to fulfill the players enjoyment and often entertain them. Games also present various goals or achievements, roles, and challenges that can involve several different players. Thus, games must be played in accordance with the rules of the games so the several players can achieve the goals. Meanwhile Bernard Suits (1967) defines a game as a voluntary attempt to overcome the unnecessary obstacles. Similar to Bernard Suits, Caillois (2001) defines the games as an activity that must be played following the rules of the game. Furthermore, it relates to the freedom for players to choose and play the game within the games rules. But, the characteristics of a game is still a fractured concept, or a game might not be the same to one another player by the differences in individual experiences and perceptions. Until, games divide into several types, such as games with only one player, games that can be played by multiple players, games that provide some level of interaction, games that directly relate to the relationship that players form in a game, and games that provide the storyline to enhance the engaging experience of the players.

Game with one player generally intends to provide focus on the skill-based challenges, exploration, or puzzle solving. From the games that only focuses on skill-base challenges and puzzle solving, games are involves into

something that provide intrinsic element to enhance player engagement and immersion to the game. Anxiety Business Consult (early 2017) states that gamer in Surabaya spend 2-8 hours a day to play the game. From the survey, it will increase more the interest to play games that focus on emotional depth, character development, and branching storylines, such as “*The Last of Us*”

The Last of Us is a video game created by Naughty Dog and published by Sony Interactive Entertainment. *The Last of Us* is an action-adventure video game set in a post-apocalyptic United States ravaged by infected or zombie-like creatures who are infected from a fungus, *Cordyceps*. Where the plot starts with Joel, his brother Tommy, and his daughter Sarah trying to escape the deadly *Cordyceps* fungus infection. The night is set in Texas where Sarah gives Joel a watch as a birthday gift, until the chaos starts over by the aggressive people, zombie-like creatures. When they try to escape, Sarah is shot by a soldier who is following strict orders to prevent anyone from leaving. This tragic moment defines Joel’s life by turning him into a hardened survivor. Then, twenty years later he meets Ellie, an immune and may be able to help in the development of a cure. As their journey unfolds, Joel and Ellie face dangerous survivors, brutal infected creatures, and harsh environments. Jonathan Dornbush (2024) states that the Naughty Dog team are thrilled to continue celebrating *The Last of Us* and its incredible community for 11 years. This shows that the game has a lasting impact on players and the gaming industry.

The popularity of the game served as a catalyst for its transformation into a TV series by one of its writer and director Craig Mazin. Because, *The Last of Us* is one ultimately adapted into a television series, with a length and pacing suitable for the TV series. Thus, this refers to Linda Hutcheon (2006) who defines an adaptation as an announced and extensive transposition of a particular work or works from one form to another such as novel to film. While Eneste (1991) believes that adaptation involves several changes and wide screening that can reshape the storyline, visual, and audience expectation. The game's popularity has made it so that some gamers have finished playing *The Last of Us*. Here, gameplay refers to the way a game is typically played and experienced. It encompasses the rules, mechanics, player interaction, challenges, and player decisions. It describes the connection between players and the game, detailing how players overcome obstacles and achieve goals. Ultimately, gameplay is the interactive content and unique player experience that makes a game engaging and enjoyable (Merriam-Webster Dictionary, 2025). Thus, researchers can learn about the gameplay of *The Last of Us* without playing it themselves. To find out about comparative studies of adaptation, researchers chose to study the YouTube gamer Miawaug, who completed and uploaded the *The Last of Us* video game to his channel. After analyzing the gameplay, the researchers identified several screen adaptation processes and forms of adaptation, an extensive transposition from one work to another.

Based on the at exposition above, the researchers aim to analyze the adaptation process between the two works using the theory of Pamusuk Eneste's *Ekranisasi* and Adaptation by Linda Hutcheon.

1.2 Limitation of Problem

In this study, the researcher has chosen to focus exclusively on the adaptation process from gameplay to TV series. The elements that will be discussed in this study are the intrinsic elements of the gameplay and TV series *The Last of Us*, which include theme, plot, character, and characterization.

1.3 Research Question

After limitation of the problem here are the research questions:

1. How does addition occur in the theme, plot, character and characterization of TV series adaptation of gameplay *The Last of Us*?
2. How does reduction occur in the theme, plot, character and characterization of TV series adaptation of gameplay *The Last of Us*?
3. How does modification occur in the theme, plot, character and characterization of TV series adaptation of gameplay *The Last of Us*?
4. What is the differences between gameplay and the TV series *The Last of Us*?

1.4 Research Objective

The objective of the research are:

1. to unveil the addition in the theme, plot, character and characterization of

TV series adaptation of gameplay *The Last of Us*,

2. to unveil the reduction in the theme, plot, character and characterization of the TV series adaptation of gameplay *The Last of Us*,
3. to unveil the modification in the theme, plot, character and characterization of TV series adaptation of gameplay *The Last of Us*,
4. to unveil the differences between gameplay and TV series *The Last of Us*.

